

**FAB NEW
LOOK ISSUE!**

ALWAYS WITH **Nintendo** EXCLUSIVES!

November 1994 Issue 35 £2.50

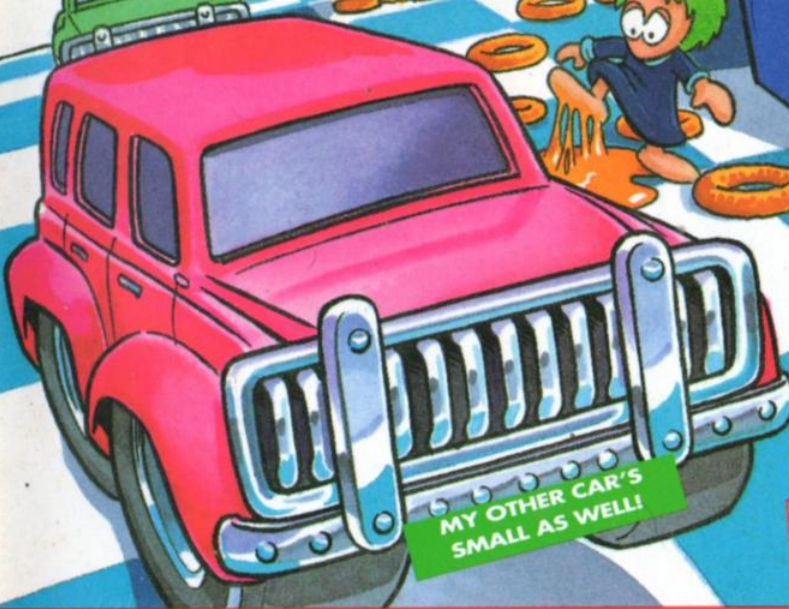
TOTAL!

MICRO MACHINES, LEMMINGS 2

**SMALL SCALE,
BIG FUN!**
EXCLUSIVE reviews

PLUS! NBA Jam (GB),
Earthworm Jim,
Super Bomber Man 2,
Donkey Kong
Country

WIN!
A stonking
great telly on
page 96!



ULTRA 64 NEWS!
TOTAL! dig up the latest
developments on page 8



ULTRA 64 • SNES • NES • GAME BOY

**MIND BLOWING
FOUR PLAYER
DESTRUCTION**



"Playable and addictive beyond belief ... Super Bomberman 2 is it" – Total 94%

"Superb multi-player action" – NMS 92%

AVAILABLE IN NOVEMBER



SUPER BOMBERMAN 2™

SUPER NINTENDO
ENTERTAINMENT SYSTEM



©1994 Hudson Soft. Super Nintendo Entertainment System™, the Nintendo product seals and other marks designated as "TM" are trademarks of Nintendo. All rights reserved.

TOTAL!

EXCLUSIVE!

MICRO MACHINES AND LEMMINGS 2

MICRO MACHINES 34

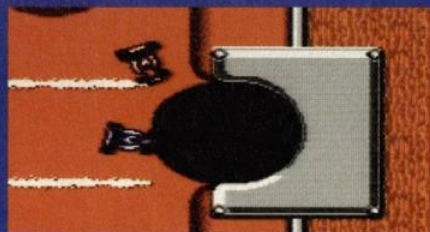
We've got the exclusive review on this long-awaited tiny racer. Is it any good? Was it worth the wait? Will Atko plough down the rest of the TOTAL! team in all the excitement? All these questions and more will be answered in good time.

MICRO MACHINES 70

The Game Boy version also gets the full TOTAL! treatment on page 70. Does it match up to its big brother? Get flicking them pages to find out!

LEMMINGS 2 38

Those dumb-assed rodents are back in the sequel to the biggest selling game of all time. We've gone *Lemmings* bonkers this month here at TOTAL! Find out what's going on by turning to page 38.



There he is then. Jimmer. Not our publisher you understand... or maybe you don't. Um, never mind.

EARTHWORM JIM 42

If you wanna see the platformer of the year, you'd best turn to page 42 double quick. You're in for a treat.





A big Boss bloke from *Super Bomberman Man 2*, reviewed on page 46.

SUPER BOMBERMAN 2 46

Surely the best four-player game of all time hasn't been bettered, has it? TOTAL! gives you the lowdown on this pile of steaming fun.

ATKO INVESTIGATES 16

Our Atko delves into the murky world of computer game characters and their spin-offs. Turn to page 16 for an in-depth report on the up and coming spin-off explosion. Mario cornflakes, anyone?



I, investigate!



WE'RE GIVING IT AWAY! 96



What? Everything from a ginormous telly through to Star Wars models and a lovely, cuddly *Street Racer* jacket! Compotastic mate!

Win these, er, fabulous Star Wars models in our TOTAL! Giveaway.



Need some *Stunt Race FX* tips? No? Oh... pants! Read something else.

TOTAL Tactix 86

The best racing game of all time ever gets tipped right up on page 80. You'd be a fool to miss our complete guide to *Stunt Race FX*.



ULTRA 64

Wanna see the first ever screenshots of *Cruis'n USA* for the Ultra 64? Too right you do! It's simple, just turn the page then.

Regulars

News	8
Previews	24
Compos	96
Letters	76
TOTAL! Tactix	80
Back Issues	89
Reader Ads	90
TOTAL Recall	92
Subscriptions	94



Reviews

Feast your peepers on this bulging bag of reviews!

Super NES

Micro Machines	34
Lemmings 2	38
Earthworm Jim	42
Bomber Man 2	46
The Adventures Of Batman And Robin	50
Vortex	52
Ren & Stimpy Time Warp	57
Wild 'n' Wacky Tiny Toons	58
Adventure Sports	60
Maximum Carnage	65
Virtual Bart	66
Sparkster	66

Game Boy

Power Rangers	67
NBA Jam	68
Micro Machines	70
Aladdin	73
Soccer	75






SHAQUILLE O'NEAL. 7'1". 303LBS.



Delphine Software
INTERNATIONAL



ELECTRONIC ARTS®



**COME AND
HAVE
A GO
IF YOU
THINK YOU'RE
HARD
ENOUGH**



**ON THE STREET
28TH OCTOBER**



MEGA DRIVE

**SUPER NINTENDO
ENTERTAINMENT SYSTEM**

For further information on Shaq Fu, please call 051 832 6633 or write to Ocean Software, 2 Castle Street, Castletfield, Manchester, M3 4LZ. SNES version distributed by Ocean Software Ltd. Licensed by Nintendo. Delphine Software International and logo are trademarks of Delphine Software International. Shaq and the Shaq logo are registered trademarks of Mine O'Mine, Inc. Nintendo is a registered trademark of Nintendo. Super Nintendo Entertainment System is a trademark of Nintendo. Sega and Mega Drive are trademarks of Sega Enterprises Ltd. Ocean is a registered trademark of Ocean. Electronic Arts is a registered trademark of Electronic Arts.



TOTAL!

NINTENDO NEWS

Totally committed to bringing you the latest Nintendo stories, we have the first exclusive pictures of *Cruis'n USA* on the Ultra 64. Not bad, eh?

Ultra 64 Games Update

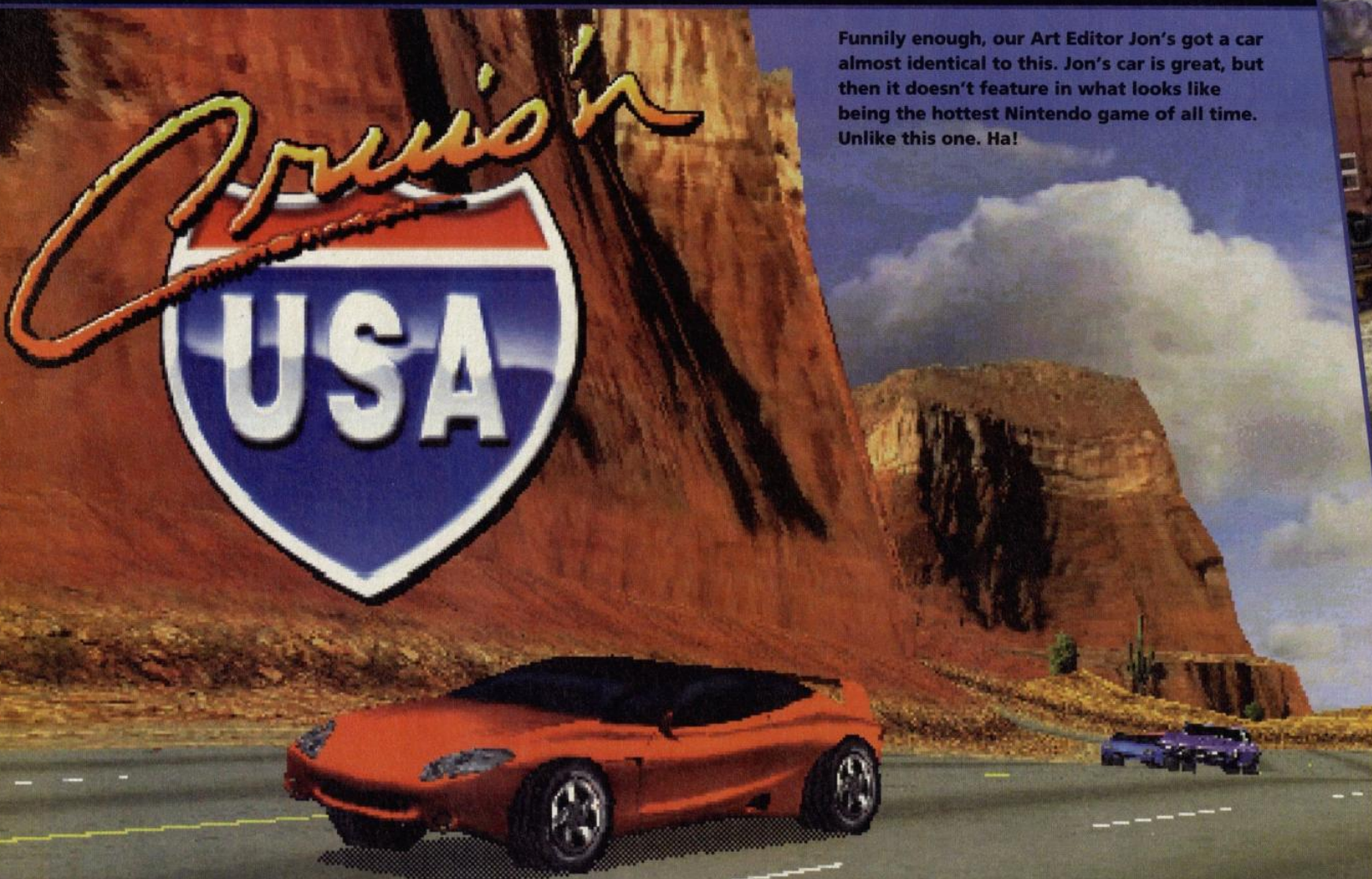
Cor blimey Charlie, looky what we've got here. It's only the bleedin' first ever screen shots of *Cruis'n USA* for the Ultra 64! We reckon arcade owners around the world are poohing their pants at the

prospect of this bloody marvellous racer invading Nintendo owners' homes.

As reported a couple of months ago, *Cruis'n* is now 99% finished and due for release at the end of

next year. As you can see from these shots it's gonna be better than anyone anticipated. Wave goodbye to pixelated screen blur, fully rendered graphics are

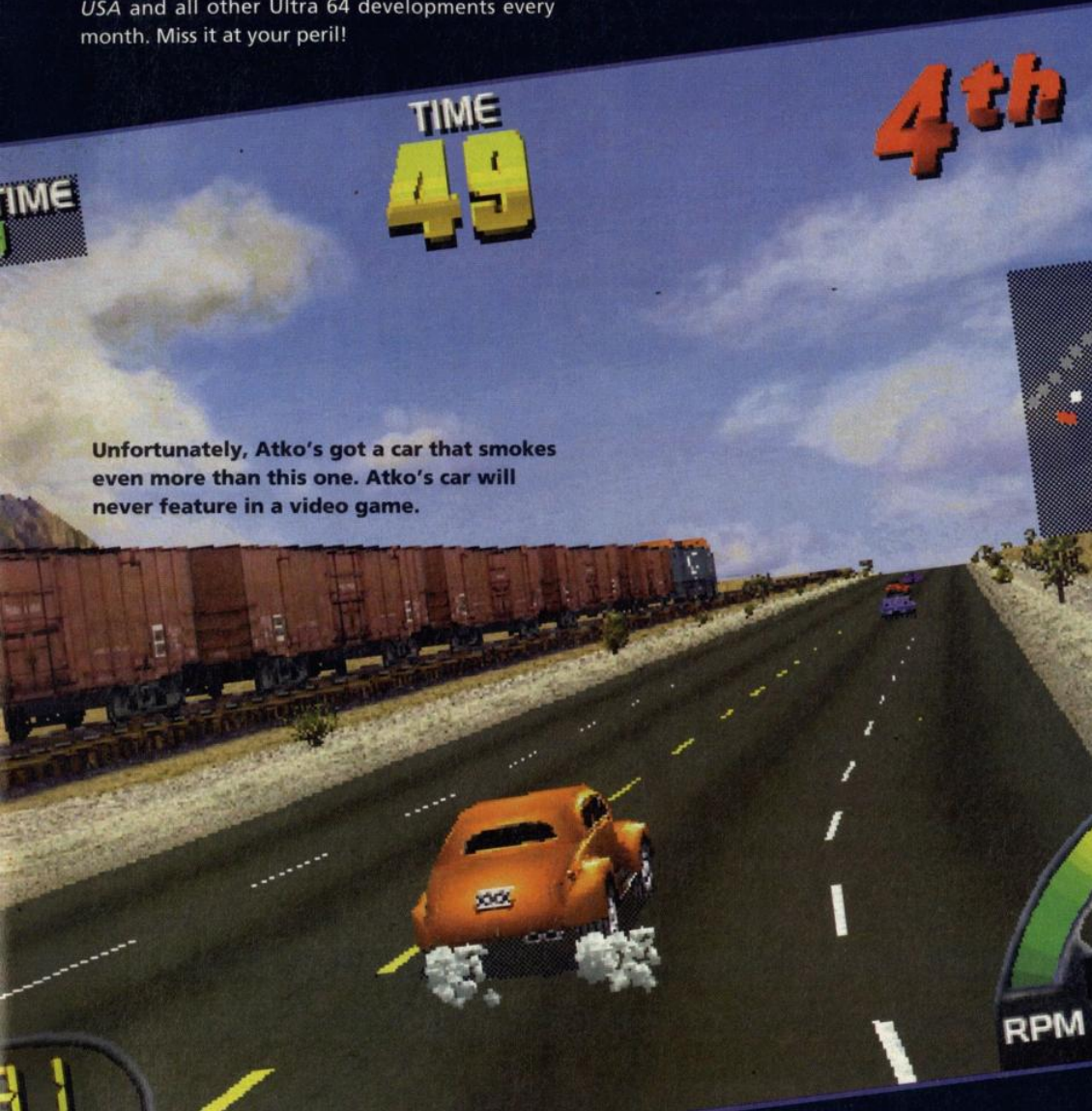
Funnily enough, our Art Editor Jon's got a car almost identical to this. Jon's car is great, but then it doesn't feature in what looks like being the hottest Nintendo game of all time. Unlike this one. Ha!



here and they're out of this world. That's not all though – according to our source in America the gameplay is the best thing ever. It handles better than any arcade sim and focuses more on entertainment than realism. This all adds up to a game that's going to be utterly stunning and fun rather than the same as a drive in your auntie's clapped-out Allegro. Yippee! Wahoo!

We got these shots courtesy of Ultimate Future Games, the new magazine covering the next generation of video gaming. To find out more about *Cruis'n USA*, check out the fabbo free *Ultimate* supplement hiding somewhere in this issues.

We'll be keeping you up to speed on *Cruis'n USA* and all other Ultra 64 developments every month. Miss it at your peril!



Unfortunately, Atko's got a car that smokes even more than this one. Atko's car will never feature in a video game.

CHIP HOT!

So you thought the Super FX chip was pretty special huh? Well according to Peter Main, a head marketing type bloke from Nintendo, you ain't seen nothing yet! Nintendo are developing a new chip that looks set to make the likes of *Starwing* look positively Stoneage. Peter told us: "We'll be releasing a new chip to developers that will take the whole FX technology to new levels, introducing the most spectacular 3D graphics ever seen on a 16-bit machine." Rumour has it that the chip in question will be of the gutsy 32bit variety. Not bad!

CHARTS

Popularity is what counts in life, right? And these are the most popular games in the UK, and once more, *FIFA International Soccer* is top of the heap!



SNES

- 1 1 FIFA Soccer
- 2 2 Starwing
- 3 3 Mortal Kombat
- 4 5 Super Mario World
- 5 6 Super Mario Kart
- 6 4 Super Metroid
- 7 NE Jungle Book
- 8 8 Street Fighter II Turbo
- 9 7 Rock 'n' Roll Racing
- 10 NE Sim City

NES

- 1 1 Jungle Book
- 2 2 Duck Tales
- 3 NE Hook
- 4 NE Duck Tales 2
- 5 7 Battletoads
- 6 5 Double Dragon 3
- 7 3 Gremlins 2
- 8 6 Talespin
- 9 10 Adventures in Magic Kingdom
- 10 NE Godzilla

GB

- 1 1 Tetris 2
- 2 2 Super Mario Land 3
- 3 3 Kirby's Dreamland
- 4 NE Donkey Kong
- 5 6 Jungle Book
- 6 5 Super Mario Land
- 7 7 Lemmings
- 8 9 Humans
- 9 4 Kirby's Pinball Land
- 10 NE Monster Max

NINTENDO NEWS

The Future Entertainment Show – what you need to know!

When?

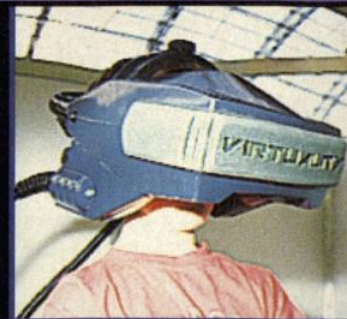
Wednesday the 26th to Sunday the 30th of October. Action starts at 9.30 and goes on 'til 5.30. (5pm on the Sunday.)

Where?

Earls Court Exhibition Centre Hall, London.

How much?

£6 in advance, £7 on the door, and groups of ten or more get a bargain! They sneak in for just £5 each. Credit card bookings are now being taken – call the Credit Card Hotline on 0369 4235. Now!



Last year's Future Entertainment Show got off to a flying start with the beauty pageant.

The Future Entertainment Show
 Earls Court 2
 26th – 30th October 1994
 CD-Rom ● Amiga ● PC ● CD-i ● Consoles

THE MASK

This summers box-office smash, The Mask is making its SNES debut at the end of the year. The game follows the plot of the film, centering on timid bank clerk Stanley Ipkiss and his transformation into the indestructible wise-cracking super hero with the green gob. We're promised extraordinary morphing graphics, seven exciting levels and dozens of weapons and unexpected moves. Let's just hope it's not just another dull licence, eh?



JUST A WALK IN THE PARK

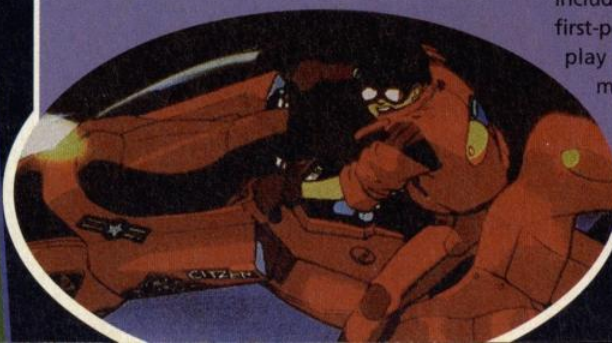


The PC game is massive and detailed. The SNES version should be even better!

Ever wanted to design and run your very own theme park? No? Oh well not to worry, I bet you've never wanted to be a plumber who jumps on mushrooms either, have you? But that doesn't stop you loving Mario, does it? Yep, you've guessed it the mighty *Theme Park* is coming to the Super NES, and if it's anything like the PC version it's going to be great.

The good news is that we've heard it's actually going to be better than the original. Bullfrog have included even more rides, more ambitious attractions and changing landscapes for different locations. Get your candy floss and start queuing now for the ride of your life!

TOTAL!
S.P.E.C.U.L.A.T.I.O.N.
 Special Preview Exclusives Collated Under
 Large Acrylic Tents In Our Nighties



Akira Update

Following our news piece a couple of months ago on Akira, word on the street is that it's recently been completed and will be available on the SNES and Game Boy in the very near future. The carts boast several different styles of gameplay including high-action fighting, motorbike racing, first-person role-playing and platform action. You play Kaneda and Tetsuo as they battle fierce motorcycle gangs, corrupt enemy soldiers, mad scientists and even each other in order to save the world from a rather unpleasant bout of destruction. Blimey!

Who's there again?

Everybody! Basically. And...

There will be all manner of people acting up in the console theatre! Meet some TOTAL! bods and top geezers from companies like Phillips, Millenium and Atari. Join in the games challenge too!

See all the latest technology and talk to Jeff Minter of Llamasoft and Peter Molyneux of Bullfrog about producing original games.

Saturday starts with the games challenge, then there's news on 3D technology. Top programmers, Mev Dinc and Archer MacLean, talk about software, then Jon Hare of Sensible Software and John Sloane from Konami round up with all the latest Japanese news.

The final day begins with an exciting Juke Box Jury, a 3DO display (Well, it's sometimes good to see what the others are up to!) and hold yer breath for grand finale with Mr Dinc and Mr Maclean dishing the exclusive lowdown on original games. And that's yer lot!

The Future Entertainment Showguide

All the information about exactly what is happening and where, plus lots more, can be found in the Future Entertainment Showguide. This costs £2 and contains money-off vouchers.

To get yourself a Showguide, simply tick the box on the FES coupon on page 21 or order one through the hotline.

There will be a nobbly knees competition too, this year.



MORTAL KOMBAT 2 49.99	PGA TOUR GOLF 14.99	FIFA SOCCER 35.99
STARWING 19.99	SUPER METROID 41.99	ROCK & ROLL RACING 37.99

NHLPA '93 ICE HOCKEY 19.99	SIM CITY 19.99	SUPER BOMBERMAN 35.99
NBA JAM 49.99	T2 ARCADE GAME 19.99	SUPER MARIO KART 33.99

KEVIN KEEGAN 19.99	MICKY MANIA 45.99

SUPER MARIO KART 33.99	MORTAL KOMBAT 2 49.99

MORTAL KOMBAT 2 49.99	MORTAL KOMBAT 2 49.99

Join Now from **£4.00**

6 month UK 4.00
1 year UK 7.00
1 year EC 9.00
WORLD 11.00

Special Reserve
The Discount Club

Just send in the form below or phone.

There is no obligation to buy. Members receive the Special Reserve 48 page colour magazine, with £30 worth of money off coupons, every two months.

0279 600204

Open 10am to 8pm daily.

Please phone for our free 16-page colour catalogue

Biggest range - Best prices. That's why over 200,000 have joined Special Reserve - the biggest games club in the World

SUPER NINTENDO & GAMEBOY DEALS

ALL GENUINE UK VERSIONS

SUPER NES WITH MARIO ALL STARS 79.00

SUPER NES WITH STARWING 79.00

SUPER NES WITH STREETFIGHTER TURBO 95.00

SUPER NES WITH DONKEY KONG COUNTRY 119.00

VERY SPECIAL DEAL

ONLY WHEN YOU BUY A SUPER NES

ADD A PLUS SCOPE PACK CONTAINS

SCOPE LIGHT GUN PLUS SIX GAMES PLUS

SUPER MARIO WORLD CARTRIDGE JUST ADD 24.99

SONY KVM1400 14" FST COLOUR TV/MONITOR (GREY) WITH REMOTE. REAR SCART INPUT FOR MONITOR QUALITY PICTURE. FREE SCART LEAD 194.99

SONY KVM1400 14" FST COLOUR TV/MONITOR (WHITE) 194.99

SONY KVM1401 14" FST COLOUR TV/MONITOR (GREY) WITH FASTEXT 244.99

SHARP 14" COLOUR TV/MONITOR (not shown) WITH REMOTE CONTROL. REAR SCART INPUT FOR MONITOR QUALITY PICTURE. FREE SCART LEAD 174.99

(FREE SCART LEAD - STATE MEGADRIVE, SNES, AMIGA OR CD32)

QUICKJOY SN PROPAD

FOR SNES WITH SLOW MOTION & 2 SPEED AUTOFIRE 12.99

ASCIPAD SN JOYPAD

FOR SNES WITH SLOW MOTION & TURBOFIRE 11.99

LOGIC 3 LOGIPAD SN

MICROSWITCHED WITH AUTOFIRE 12.99

NINTENDO CONTROL PAD

FOR SNES 15.99

GAMEBOY WITH BATTERIES 35.99

GAMEBOY WITH CASE PLUS TETRIS AND SUPER MARIO LAND 3 WITH BATTERIES AND FREE CASE 59.99

GAMEBOY WITH CASE PLUS WARIO LAND AND KIRBY'S DREAMLAND WITH BATTERIES AND FREE CASE 62.99

CASE FREE WITH GAMEBOY SPECIAL DEALS - BLACK PADDED MULTI-COMPARTMENT CARRY CASE FOR GAMEBOY, CAMERA ETC...

Order/Confirmation/Receipt sent for every order. We only supply official UK products. Official suppliers of all leading brands. Inevitably some games listed may not yet be available.

We sell games and peripherals at amazing prices for Megadrive, Mega CD, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM, CDi, CD32 & Apple Mac.

Please phone sales on 0279 600204 to check availability before ordering.

We reserve the right to change prices and offers without prior notification.

PRICES CORRECT AT TIME OF GOING TO PRESS. 15.9.94. E & O.E.

Inter-Mediate Ltd, 2 South Block, The Mallings, Sawbridgeworth, Herts. CM21 9PG.

SUPER NES

* = new item

ACTRAISER 2	39.99
ADAMS FAMILY 2	30.49
AGURI SUZUKI F1 RACING	34.99
ALIEN OLYMPICS	37.49
ARCHER MACLEAN'S SUPER DROPZONE	37.99
BATMAN RETURNS	26.99
BATTLETECH	44.99
BEAST BALL	34.99
BRUTAL	39.99
CARRIER ACES	39.99
CHAOS ENGINE	43.99
CHOPFLIFTER 3	34.99
CHUCK ROCK	29.49
DESERT FIGHTER	39.99
DESERT STRIKE	29.99
DINO DIN'S SOCCER	40.99
DONKEY KONG COUNTRY (DUE DECEMBER 2)	49.99
DRACULA	29.49
ESPN BASEBALL	31.99
FIEVAL GOES WEST	40.99
FIFA SOCCER	35.99
FLASHBACK	39.99
FLINTSTONES (THE MOVIE)	34.99
FULL THROTTLE RACING	39.99
GHOUL PATROL	49.99
GPI	34.99
INDIANA JONES' GREATEST ADVENTURE	48.99
JOHN MADDEN '92	17.99
JORDAN ADVENTURE	39.99
JUNGLE BOOK	40.99
JUNGLE STRIKE	39.99
JURASSIC PARK	39.99
KICK OFF '93	41.99
KRISTOFF'S RUN HOUSE	34.99
LAMEBORGHINI	34.99
LEGEND	34.99
LEGEND OF THE MYSTICAL NINJA	38.99
LEMMINGS	38.99
LETHAL ENFORCERS	39.99
(WITH LIGHT GUN)	64.99
LION KING	48.99
MADDEN '95	36.99
MAGIC BOY	44.99
MARIO ALL STARS	39.99
MARIO IS MISSING	18.99
MARIO PAINT WITH MOUSE	49.99
MECHWARRIOR	36.99
MEGA MAN X	32.99
MICKYMANIA	45.99
MICRO MACHINES	37.99
MORTAL KOMBAT	26.99
MORTAL KOMBAT 2	49.99
NBA '95	44.99
NBA JAM	49.99

GAMEBOY

ALADDIN	23.99
ALIEN OLYMPICS	21.99
BATTLE OF OLYMPUS	19.99
BIONIC COMMANDO	19.99
BOMBERMAN 2	23.49
CASTLEVANIA 2	16.99
CHOPFLIFTER 3	20.99
DESERT STRIKE	23.99
DONKEY KONG '94 (SG)	19.99
DUCK TALES 2	24.99
F1 POLE POSITION	19.99
FLINTSTONES	20.99
GAMEBOY GALLERY	19.99
JELLY BOY	21.99
JURASSIC PARK	24.99
JURASSIC PARK 2	20.99
KIRBY'S DREAMLAND	14.99
KIRBY'S PINBALL	18.99
LEMMINGS 2	17.49
LEMMINGS	24.49
LION KING	25.49
MICRO MACHINES	24.49
MONSTER MAX	22.99
MORTAL KOMBAT	21.99
MORTAL KOMBAT 2	24.99
MYSTIC QUEST	17.99
NIGEL MANSELL'S WORLD CHAMPIONSHIP	21.99
PAGEMASTER	25.49
PINBALL DREAMS	21.99
POWER RANGERS	23.49
PROBOTECTOR 2	21.99
RACE DAYS - 4 WHEEL DRIVE	21.99
AND DIRTY RACING	21.99
SENSIBLE SOCCER	20.99
SPACE INVADERS (SG)	19.99
SUPER MARIO LAND	19.99
SUPER MARIO LAND 2	21.99
SUPER MARIO LAND 3	19.99
WARIO LAND	19.99
TARZAN	21.49
TERMINATOR 2	11.99
TETRIS 2 (SG)	19.99
TINY TOON ADVENTURES	21.99
MONTANA'S MOVIE MADNESS	21.99
WACKY SPORTS	21.99
TOM AND JERRY 2	19.99
TOP RANKING TENNIS	19.99
WIZARDS AND WARRIORS	15.99
WORLD CUP USA '94	25.99
YOGI BEAR - GOLD RUSH	21.49
ZELDA - LINK'S AWAKENING	22.49

MANGA VIDEOS

MANGA & SCI-FI VIDEOS AVAILABLE PLEASE CALL 0279 600204 FOR A FREE COLOUR CATALOGUE OF OUR FULL PRODUCT RANGE

SAVE £2.00

NEW MEMBERS - THIS VOUCHER IS WORTH £2.00. JUST DEDUCT £2.00 OFF THE PRICE OF ANY ONE ITEM ORDERED AS YOU JOIN FOR ONE YEAR OR MORE. USE BY POST OR AT OUR SHOPS OR BY PHONE ON 0279 600204. Offer applies to Memberships of one year or over, bought before October 31st 1994.

NINTENDO NEWS

X-KALIBER 90210



Swords 'n' guns 'n' grainy backdrops. Phwoar!

Well into the future the world's only hope is a weapon from the past. That's the strapline for the up and coming SNES release, *X-Kaliber 2097*. Still some of the best games around have duff straplines, erm, except we can't think of them off hand.

Anyway, this could well prove to be the surprise top slash-'em-up of the year with six action-packed worlds, a two-player option and cutting edge sword-play. There's also an excellent rave-like soundtrack by Pskosonik so I guess we'll all be hacking and slicing to the beat of a techno groove later in the year. Watch out for a preview.

Acclaim's All American Boy

Acclaim are currently working on a new American football Game Boy title, *Quarterback Club '95*, which they're planning to release early next year.

QC95 is a modified version of *Quarterback Club*, and let's hope it's been heavily modified. It's still pretty early in development at the time of going to press, so there are no screenshots yet. When the game's nearer completion we'll be able to bring you a preview with more details.

TOTAL!
S.P.E.C.U.L.A.T.I.O.N.
Special Preview Exclusives Collated Under Large Acrylic Tents In Our Nighties



You see that sickly-looking pilot geezer, that's your girlfriend, that is.

Battletech

According to our reliable informant, Sony, together with Activision, will be bringing you a 3D, virtual reality blaster next spring. *Battletech* will be a strategy-oriented combat simulation game and as always we'll be keeping you posted on developments as and when they happen.

Needless to say, *Battletech* will feature stacks of funky options.

MAX. GUN 01	SM. LASER	GROSS P.
LAR. LASER	L.R.M. 23	P.P.C.
MED. LASER	S.R.M. 45	AUTO CAN.

TOTAL!
S.P.E.C.U.L.A.T.I.O.N.

Special Preview Exclusives Collated Under Large Acrylic Tents In Our Nighties

You've marvelled at the preview screenshots of *Donkey Kong Country*, you've swooned at the 3D rendering, but I bet you didn't know that a Game Boy version is being secretly completed and it's going to be called *Donkey Kong Land*. Wahoo! Our chap in America got a sneak peek and reckons it's as impressive as its Super NES

big brother using exactly the same rendering technology. We'll keep you posted on all the developments as they happen.



Hi Tech Kid's Stuff

Hi Tech Entertainment are release a veritable tidal wave of games over the next six months. We don't have previews on these games at the moment but sometime in the near future we'll do some sort of round up. Basically the games are to be produced to appeal to very, very young, er, youngsters and the level of challenge and content will reflect this. First up is *Mickey's Ultimate Challenge* on SNES and Game Boy (due out in November) and features a series of puzzles involving Disney favourites such as Donald, Goofy and Minnie.

Then we can look forward to *Barbie's Vacation Adventure* on the SNES and *Barbie Game Girl* on the Game Boy. Again released in



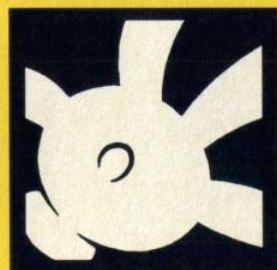
November, they're not exactly going to set us blast fans on fire but heck, it's for kids isn't it?

In December comes *We're Back!* on both the SNES and Game Boy. This is a game based on the up 'n' coming Steven Spielberg animated movie, so that should be a bit of a treat.

And moving into '95 we'll also be seeing the release of titles such as *Tom Vs Jerry* (SNES), *Baby's Day Out* (SNES), *Tom & Jerry Frantic Antics* (GB), *Beethoven* (GB) and *Baby's Day Out* (GB). Phew! There are also a few more due for release next year, so while we're all stuffing our faces with turkey and Christmas pudding, it looks like the boys and girls at Hi Tech will be hard at it. The mad fools!



LET



THE



MANIA



BEGIN...



TOTAL!

S.P.E.C.U.L.A.T.I.O.N.

Special Preview Exclusives Collated Under Large Acrylic Tents In Our Nighties

We haven't even seen a SNES version of *Jungle Strike* yet, but the sequel to the sequel to *Desert Strike* (Eh? Josse) is already pencilled in for a 1995 release from T.H.Q. This picture is from a Mega Drive version but it gives you an idea of what to expect – ie the colours will be better on the SNES! This third game in the *Strike* series significantly improves upon the formula and looks like it'll be a very fine game indeed.

Rangers Are Coming

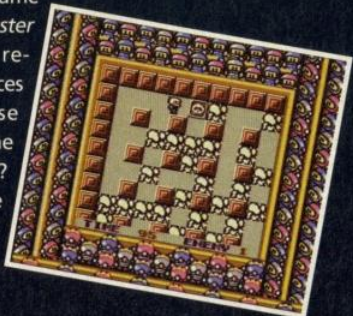
You know that TV show with the five super-powered high school kids that morph into a giant robot and beat up some weirdy bad alien sent down by that badly-dubbed old bag on another planet? NO? Nor do I, but that's what the rest of the team told me about the TV show: *Mighty Morphing Power Rangers*. Doesn't sound all that promising.

But, the good news is that if you turn to page 67 you'll get the full story on the Game Boy's *Mighty Morphing Power Rangers*, and doubtless you'll find that the small screen game beats the TV show hands down. Anyway, the other good news is that if you buy next month's TOTAL! you'll find a review of the Super NES game. Which will be much better. No doubt.



No GB Bomber Man?

We nearly had it. *Bomber Man* on the Game Boy that is (previously known as *Dynablaster* but revamped and repackaged for a re-release). However, according to our sources at Nintendo, it isn't on the release schedule and therefore may never see the light of day. The reason for this atrocity? Officially little is known, but there are rumours that Nintendo are looking to turn it into some sort of Wario tie-in. More news when we know it.



WAY OUT WEST

Nintendo's 32-Bit 'Virtual Reality'

Nintendo's 32-bit VR machine has been debuted in Japan, so, in something of a jet-set marathon month, TOTAL!'s roving American reporter went out there to see it. There were no cameras allowed (an embarrassing body search incident ensued) but I can now tell you exactly what it looks like. First, it won't look anything like what lots of other people have been saying it'll look like, so here's the basic info:

- It will be a portable, self-contained machine.
- You won't need a television to make it work.
- It won't project a holographic image in any way.
- It won't work via a headset, so you won't look incredibly stupid!
- The 1-bit, monochrome flat panel display will use electro-luminescence or an inexpensive LCD display. It will produce a three dimensional stereographic image using a special 3D processor called a GLINT chip.
- The screen resolution will most likely be set at 600 x 400.
- The actual screen image will appear to be three-dimensional and could possibly seem to be as much as three feet deep.
- It won't resemble a floor-based rifle
- The machine will be on show, in all its glory, at the January Computer Entertainment Show in Las Vegas (I'll be there to bring you more news!)
- It'll be in the US shops by spring '94, and will set you back about \$250 (which is about 200 quid thanks to our current exchange rate).
- It's not at all bad!

When Monoliths Collide: The Hasbro Angle

Another rumour is that toy giant Hasbro has been working on a home VR unit for quite some time. Hasbro won't comment on the unit nor acknowledge the fact that the technology even exists. It comes as no surprise then, that Hasbro also refuse to confirm the fact that they've been peddling the hardware around interested firms (like Sega, Nintendo and Sony) as would-be partners. We did, however, manage to get confirmation of these rumours from someone very familiar with the Hasbro VR technology.

Originally, it was believed that the Hasbro technology was the 32-bit Nintendo unit. Nintendo may have shown some interest in the product initially, but this is seemingly no longer the case.

Confused? You ought to be! Nintendo still haven't released any basic development specifications to its third parties and, because no one really knows how this machine is going to work, all this could be speculation. In addition, there are still many questions about the machine that have been left unanswered. Like, is the unit a scaled-down version of the Ultra 64? Will it be compatible with the Ultra 64? Why haven't any titles been announced? And finally, why would Nintendo keep the lid on what could potentially be one of the hottest products of 1995? Nobody, not even Nintendo's own PR agency, seems to know.

We spoke to tonnes of people in the VR and videogame industry, some of them had even seen early prototypes of the machine and were impressed. Yet they all agreed on one thing – if anyone can pull this off, Nintendo can. We tend to agree. I'll keep you posted as information develops. **NEIL WEST**





I'LL BE THERE,
AROUND EVERY CORNER
IN EVERY
ROOM
AS INEVITABLE AS
YOUR GUILTY
CONSCIENCE

SUPER NINTENDO
ENTERTAINMENT SYSTEM

MEGA DRIVE

© 1994 UNIVERSAL CITY STUDIOS, INC.
"THE SHADOW" TM & © ADVANCE MAGAZINE PUBLISHERS, INC.
USED UNDER LICENSE. ALL RIGHT RESERVED.

*The
Shadow*

OCEAN SOFTWARE LIMITED . 2 CASTLE STREET . CASTLEFIELD . MANCHESTER . M3 4LZ
TELEPHONE: 061 832 6633 . FAX: 061 834 0650



ATKO INV

The Case Of The Vi



It was a quiet day at the Atko detective agency. Business was slow and I was beginning to wonder where my next case was coming from. When the door swung open and a blonde nudie model walked in and told me she needed my help, I stood to attention.

"Mr Atko," purred Vicky Dyer, "I need you to find some information for me."

"What kind of information?"

"I need to know all you can find out about forthcoming films, comics and cartoons based on video game characters and I need to know it soon!"

"Why?"

"That's my business, Atko. You just find it!"

I had a hunch she wasn't being straight with me. "I'm sorry honey, you've got the wrong boy."

"But why?"

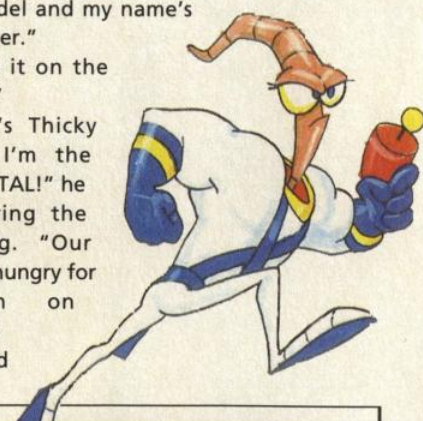
"Unless I know all the facts..." I

shook my head as I showed her to the door.

"Okay, okay. The truth is I'm not really a nudie model and my name's not Vicky Dyer."

"Let's have it on the line, honey."

"My name's Thicky Dyer and I'm the Editor of TOTAL!" he said removing the blonde wig. "Our readers are hungry for information on forthcoming game-related



Case File one

MORTAL KOMBAT

Mortal Kombat The Movie is currently filming on location in Los Angeles and Thailand. As yet we know a few of the cast members but not which characters they play. Anyway here's the cast so far: Christopher Lambert, Linden Ashby, Talisa Soto, Robin Shou, Cary-Hiroyuki Tagawa and Kathleen McClellan. At the helm of this mammoth production is director Paul Anderson. **Mortal Kombat** will be fighting its way to a cinema near you next year.

Place your bets now on which of these characters you reckon Christopher (Highlander) Lambert will be playing in next years movie.



ESTIGATES

Video Game Character Spin-offs

Case File Two

STREET FIGHTER THE MOVIE

Surely the most anticipated of the latest crop of game to film crossovers, Capcom has spent 35 million dollars on *Street Fighter: The Movie*. It all takes place in a fictional country called Shadowloo. The evil General M Bison holds 63 Allied National relief workers hostage and only Colonel William F Guile can save them with the help of his *Street Fighter* pals. The film gets an American release in December and will reach these shores soon after. Anyway, here's the most recent cast list:

Colonel Guile: Jean Claude Van Damme

M Bison: Raul Julia (Addams Family)

Cammy: Kylie Minogue

Ken: Damien Chapa

Ryu: Byron Mann

Sagat: Wes Studi (Last Of The Mohicans)

Balrog: Grand Bush

E Honda: Peter Tuiasosopo

Vega: Richard Jay

Dee Jay: Miguel Nunez

Dhalsim: Roshan Seth

T Hawk: Gregg Rainwater

Chun Li: Ming Na Wen

When Kylie first appeared in *Neighbours*, nobody would have expected her to get up to this kind of malarkey.



movies, comics and cartoons, but it's only available on a strictly need to know basis. All I can find out is that there used to be a comic called Maximum Overload that covered *Lemmings* and *Chuck Rock* but it's now been deleted. I need a professional to find out more and figured you wouldn't take the case if you knew I was a journalist. Besides, I've discovered that I quite enjoy cross-dressing."

His story was beginning to interest me. I took the case but had a feeling I'd regret it.

My first lead was a guy named Mikah from Accolade - he owed me a favour for finding an anti-dandruff shampoo that's mild yet cleanses deep to the roots. I found him at in the launderette washing potatoes.

"What do you know about video game characters and the cottage industry that's spawned since their development?"

He hesitated. "Who sent you?"

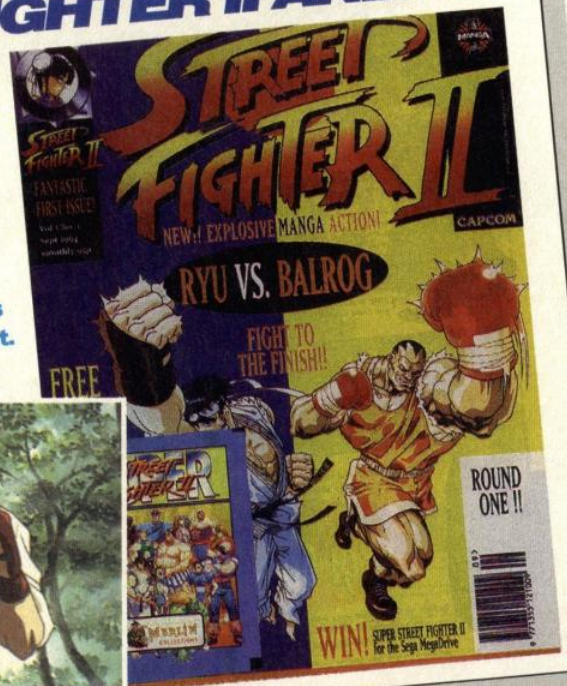
"You know I can't tell you that. Can you help me with that information or not?"

"Okay, but this is strictly off the record. The word is that a *Bubsy the Bobcat* comic is in develop-

Case File Three

STREET FIGHTER II ANIME

There's not too much information around as yet on this beat-em-up extravaganza but we did manage to get hold of this screen shot. The title will be *Street Fighter II* even though all four of the new *Super* characters are starring in it. Odd that.



ment, and a pilot cartoon has already been filmed and aired in the good old US of A."

"So we're due for it in this country real soon?"

"Definitely. It got superb ratings and a series will be with us next year."

"Have you got any pictures I can take away with me?"

"I'm afraid not, I've got to rush off, bye-bye now."

Someone had got to him, of that I was certain. I decided to check out a nearby bar that was locally renowned as the hang-out for the town's top lasses. The place was all but empty except for a familiar figure propping up the bar. I liked Danielle – she worked at Virgin but I found no irony in that. She was a reliable informant and wore a dress that was fit to burst.

"How's it going, doll face?"

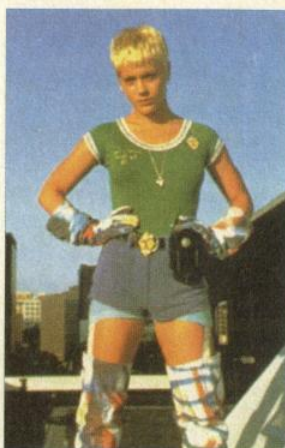
She seemed nervous. "Atko, there's a problem. I can't tell you anything."

"I haven't asked you anything yet."

"Erm, okay. What do you want?"

"Information on game spin-offs."

"Look I can't tell you much except that David Perry from Shiny Entertainment is considering making



Here she is, the token love interest who does nothing but snog blokes.

Earthworm Jim into a cartoon and a comic very soon. That's just a rumour though. The big-wigs have insisted that I keep my trap shut on this one, Atko. I'd love to help you but this is straight from the top."

So that's how it was. If I was going to collate enough information to write a four page feature I was going to need something more concrete, but somewhere in that city there sure were a lot of guys who were going to try and keep me from finding out.

I got into a cab and made it over to 5th and Broadway. I had a coffee at the Retro Cafe and tried to add it all up, but it made no sense at all. A tall man sat down at my table, his

name was Simon Smith-Wright, I knew only that he was a head honcho at Acclaim.

"I hear you've been looking for some information on *Mortal Kombat: The Movie*."

"You're very well informed"

"It's my business to know these things."

"So what's the deal, Simon?"

"Well I can tell you that a film is in production, but any further details are classified information."

"Got anything else for me?"

"Well, there's a *Mortal Kombat* comic due out in the very near future from Malibu comics."

"Have you got a copy I can have a look at?"

"I'm afraid not, Mr Big has given strict instructions not to release any information to journalists or detectives, especially you, Atko"

I knew that he hadn't tracked me down just to give me some vague gossip about *Mortal Kombat* spin-offs, and as we left he handed me an envelope containing a document and told me I hadn't received it from him (see Case File one).

Outside on the street I sucked air into my lungs and tried to clear my head.

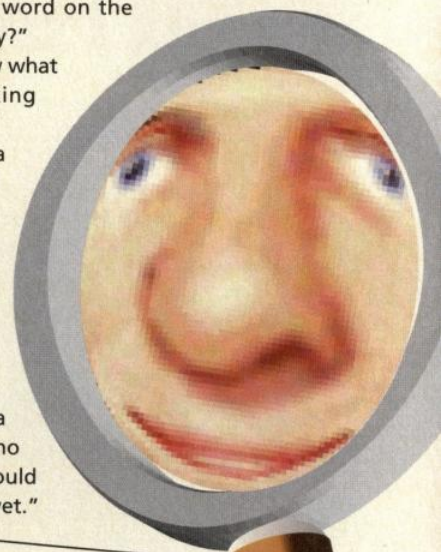
I strolled a block over to the alley where Johnny the shoe-shine boy hung out. Johnny was a small, streetwise, ginger-haired Scouser – I knew I could rely on him to dish the dirt.

"What's the word on the street, Johnny?"

"I don't know what you're talking about Atko."

"I've got a twenty here that says you do."

"Rumour has it that you've been asking too many questions about a subject that no magazine should know about yet."

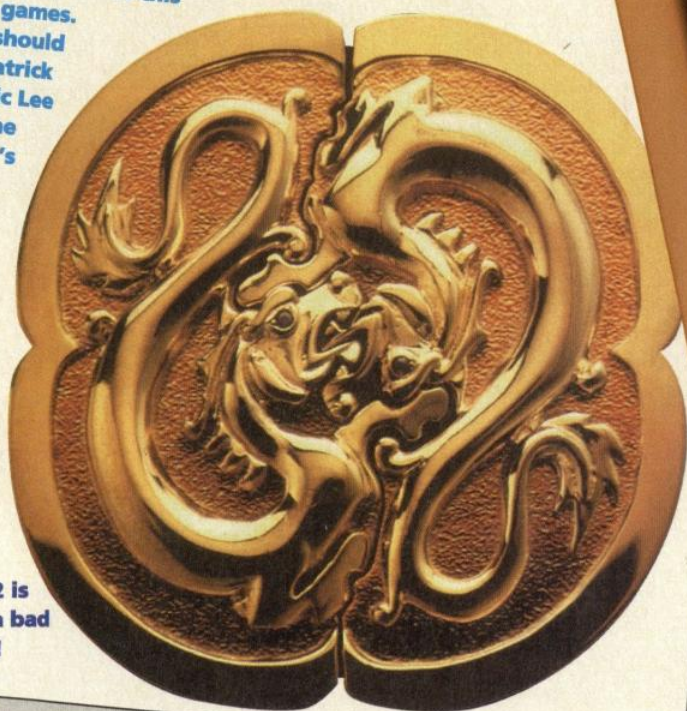


Case File Four DOUBLE DRAGON THE MOVIE

Of all the games in all the world, they had to make a film out of this one. Let's hope the film is better than the first four games. Double Dragon the movie is almost completed and should reach our shores early next year. It pitches Robert Patrick (Terminator 2) as Koga Shuko against those kicktastic Lee brothers in a battle for an ancient Tibetan amulet. The boys are joined by a new character called Satori who's not only their guardian but a top lass destined to become the love interest of someone or other in the film. Only time will tell how this adaptation stands up to the bigger releases.



Left: Terminator 2 is certainly having a bad hair day. Yuuuuk!



CASE FILE FIVE MEGA MAN TV SERIES

Mega Man is about to make his TV debut in a brand new syndicated cartoon series in America. The show will feature **Mega Man's** most notorious villains in an effort to capture all the excitement that helped the dozen or so Nintendo titles available sell by the millions. We should receive the show next year as well as a batch of video compilations and all manner of merchandise tie-ins.



We reckon that **Mega Man's** gonna be the biggest of the game to cartoon cross-overs. Six months to go!

"Know anything about it?"

"Can't say that I do."

"Here's another twenty asking for concrete evidence."

"As you know Atko, the game-to-film ball was set rolling last year with *Super Mario Bros: The Movie*. Things have moved on a bit since then. Take these, they're highly confidential documents detailing the upcoming *Street Fighter*, *Mortal Kombat* and *Double Dragon* movies (See Case Files two, three and four)."

"Thanks Johnny, you've only gone and come up trumps yet again. I'll see you around."

What did all this mean? It seemed that the world of video games was diversifying all over the place, that you read it here first and that it can only mean good news for everyone. I took the case files over to Thick Dyer who, instead of giving me the usual 500 bucks a day plus expenses, gave me this stupid hat which is the freelance rate. You live and learn, I suppose.

Hold on a minute! I can only do one thing at a time! Stop with your questioning! Oh I don't know! Give it a rest will yoy, you're hurting my head! Aaaaaarrggggghhh!

Johnny's Movie Trivia

The shoe shine took quite a while, I had suede shoes. While sitting there the conversation turned to game-related film trivia which turned out to be Johnny's specialist subject. Johnny churned out the facts while I took notes. By the end of it Johnny had my shoes looking like mirrors which I've found most handy for checking out my newly-found double chin. I recommend him highly!

1973 - SOYLENT GREEN

Soylent Green was a thriller set in 2022 starring Charlton Heston. It was the first film to show a video arcade and was humorous because the machine contained the primitive tennis game, Pong. Some future!

1982 - TRON

We all know *Tron* for its ground breaking effects showing Jeff Bridges getting sucked into his own video game. What most people don't know however is that in the main control room alongside all the futuristic displays, a *Pac Man* game can be visibly seen in progress.

1984 - THE LAST STARFIGHTER

This top film about a video game being used as a sophisticated recruitment aid for the galactic equivalent of the RAF, is famous for being overlooked as a license by games producers. The graphics were thoroughly impressive and the plot was perfect for conversion. There's still time I suppose.

1990 - WHAT ABOUT BOB?

What About Bob? was the first film to feature one of the characters playing on a Game Boy.

1992 - TERMINATOR 2

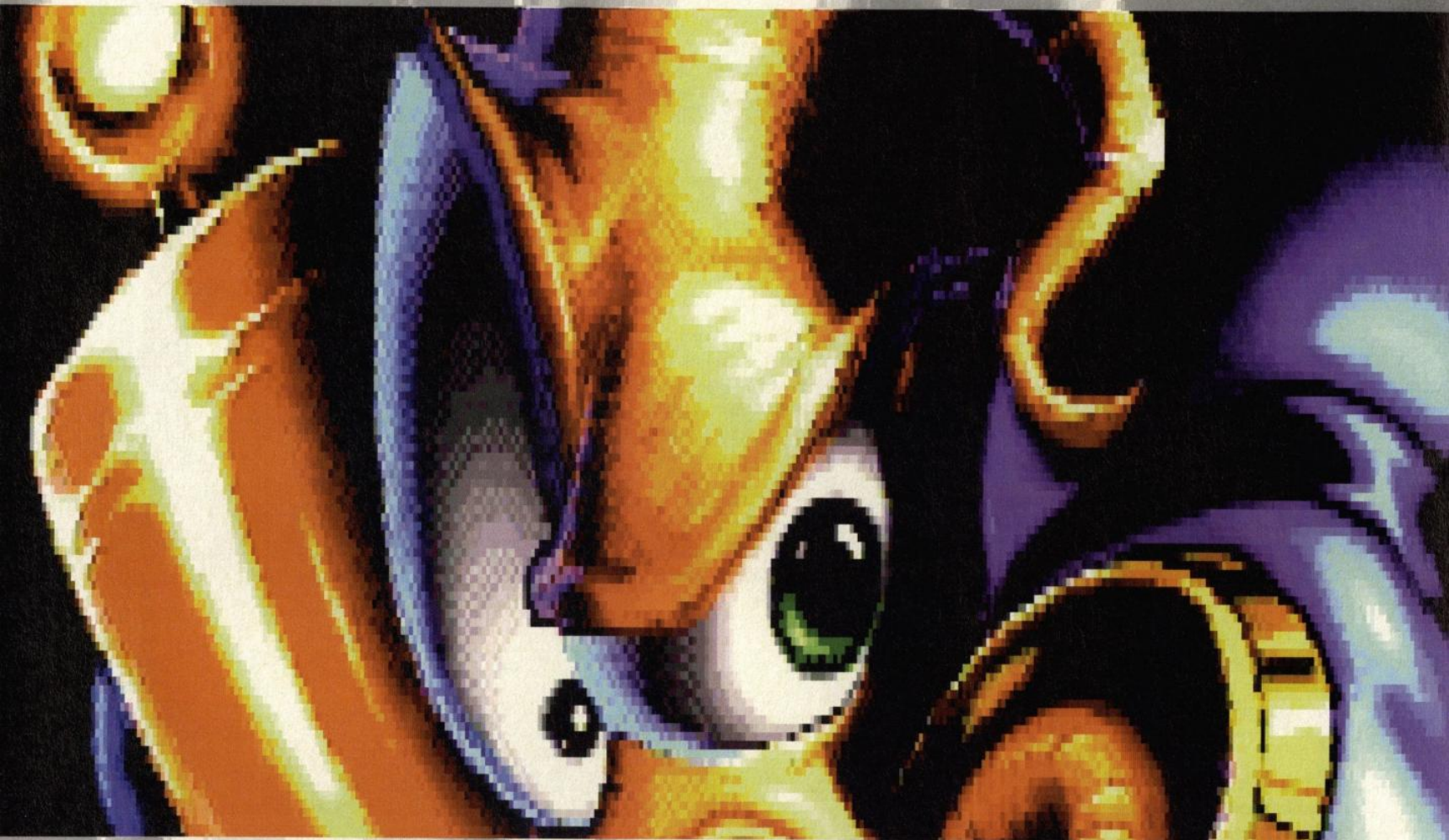
When John Connor is playing in the arcade it's no fluke that he's playing *Missile Command* when T2 comes looking for him. The irony is that he's trying to save the planet as he will twenty years later as the leader of the resistance.

The most impatient shoe-shine boy in the country gets tested to the limit. How will he cope?



Johnny, while we've got a few minutes, what do you know about films? What's the capital of Peru? How many beans make five? D'you prefer Coke or Pepsi? Quick, quick, quicker!

Cel Of The Century!



WIN A STEAMING GREAT PILE OF WORMY STUFF!

If you've read the review on page 42 you'll already know what an absolute stunner this game is. What's more, if the rumours are true, it looks like Jim is set to become a real star across the globe.

Wouldn't it be utterly fab if you could own not only a copy of the game but an original animation cel from Shiny Entertainment themselves? Well, now you can, because they're hidden in a special box under Andy's desk!

The winner of this fabulous compo will stroll off with an original cel, a copy of the game, an *Earthworm Jim* watch, a pin badge and a T-shirt. Also, nine lucky runners-up will get a game, watch, badge and T-shirt, so you'd be a bit of a dork not to enter. The method is simple: Just jot the answer to the following question on a post card and send it to "*Cel Of The Century*" Compo, TOTAL!, 30 Monmouth Street, Bath, AVON, BA1 2BW.

The compo question is this:

Which part of a worm contains its brain?

- a) Its bottom.
- b) Its Doc Martens
- c) That's a stupid bloody question, come on, just give me the prize.

Entries should arrive no later than, er, about a month from now, so get cracking!

The Future Entertainment Show

Earls Court 2
26th - 30th October 1994

CD-Rom • Amiga • PC • CD-i • Consoles

See the future!

You've read about the next generation of consoles – at The Future Entertainment Show you'll be able to play them

Get inside information

Meet the world's best games designers and see their Christmas blockbusters in development

Try it yourself!

Play the newest games, get your hands on the latest kit and experience the incredible releases available on CD-ROM

Pick up a bargain!

Get yourself top of the range machines, games and peripherals at staggeringly stupid prices

Tickets on the door £7, in advance £6.
Save time and money – book now!

Ring our hotline number: 0369 4235
or fill in this coupon:

Please reserve the following tickets for me:
Advance booking £6 each

Number required ☐ Ticket Total £

Save 50p - pay £1.50 now and reserve your showguide for collection on the door.

Please tick box ☐ Grand Total £ if required

Method of payment: (please tick)

☐ Cheque (payable to Future Entertainment Show)

☐ Access ☐ Postal Order ☐ Visa

Credit card number:

□ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □

Expiry date: □ □ □ □

☐ Please tick here if you do not wish to receive direct mail from other companies

Name _____

Address _____

Postcode _____

Date / / 94

Tel _____

Signature _____

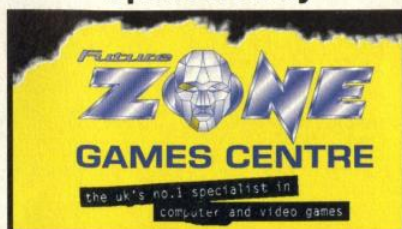
Please note that the tickets will be sent to you eight weeks before the Show. Please return this form and your payment to the address below

The Future Entertainment Show, PO Box 9, Dunoon, Argyll PA23 8QQ

TOT 11

National Games Championship

Sponsored by



Finals to be held at the
Future Entertainment Show –
Saturday 29 October

*No DEPOSIT BUY

GET SERIOUSLY

R.E.A.L

FOR 6 MONTHS

YOURS FOR 6 MONTHS THEN PAY TODAY'S RETAIL PRICE.

Too Good to be True! Not a bit of it. Order the amazing Panasonic 3DO complete with a FREE Copy of the Cult Game Total Eclipse and use it for 6 long months before you pay a penny. After 6 months you pay today's advertised price or easy payment terms, the choice is yours. So, why save up for the most desirable games system on the planet when you could be using it for 6 months for nothing. Latest CD Technology: the Panasonic 3DO plays State of The Art CD Games and audio CD Disks in Full Digital Stereo sound.

* 32 - BIT RISC BASED SYSTEM

* PROCESS 6 MILLION INSTRUCTIONS & 64 MILLION PIXELS / SEC

* DOUBLE SPEED CD DRIVE + 3MB RAM

PANASONIC REAL 3DO CD GAMES SOFTWARE

Escape from Monster Manor	£39.99	The Horde	£39.99
John Madden Football	£39.99	Star Control II	£39.99
Road Rash: Blood of the Couriers	£44.99	Pa Taank	£39.99
Shock Wave	£44.99	Super Wing Commander	£39.99
Twisted	£39.99	Theme Park	£44.99
Mega Race	£39.99	20th Century Almanac	£49.99
The Animals	£49.99	Another World	£39.99
Dragons Lair	£39.99	Sherlock Holmes	£39.99

Ring for comprehensive software list. Software titles are subject to change



FREE Total Eclipse

(Titles may vary as new games are launched.)

£399.95

1st Option

Call into your local Calculus Store or phone our Mail Order number to order your Panasonic 3DO and software titles. Sign our credit form confirming the period over which you wish to pay. (you can change your mind on how to pay after your 6 months ownership) Once we have received a good status report the Panasonic 3DO is yours, enjoy it for 6 Months and then confirm your final payment choice.

- A. Choose easy payment terms* of your choice from 6 to 36 months.
- B. OR Pay Calculus Price plus software ordered No Strings attached, no interest charges.

PRESTON

St Georges Centre, Preston Lancashire
TEL: 0543 418666

SHEFFIELD

67 The Moor Sheffield South Yorkshire
TEL: 0742 721192

SUTTON COLDFIELD

80 The Parade Sutton Coldfield
West Midlands TEL: 021 355 4839

TAMWORTH

Unit 34 Ankerside Shopping Centre
Tamworth TEL: 0827 67776

WALSALL

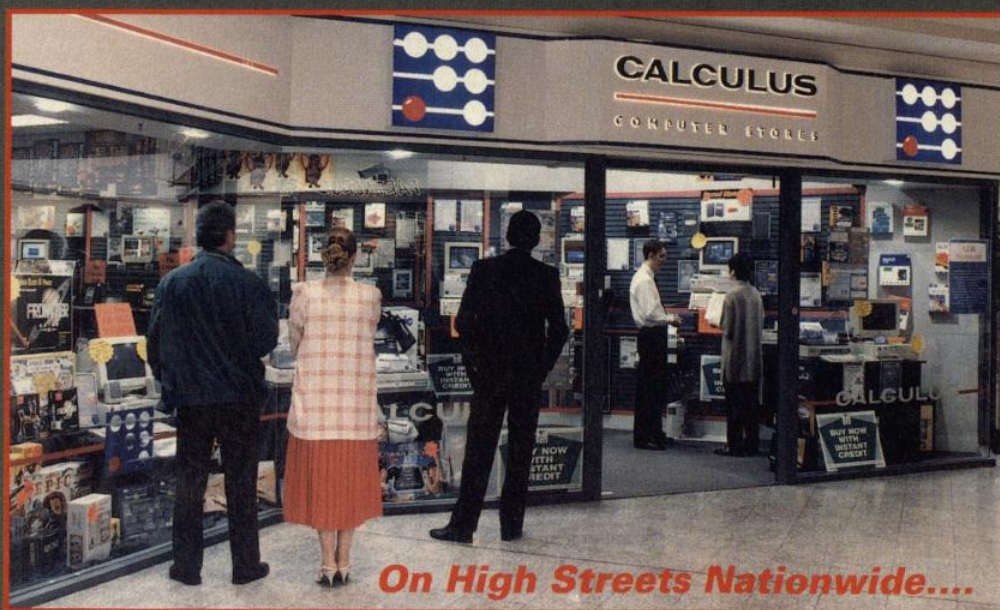
48 Park Mall Saddler Centre Walsall
TEL: 0922 21700

WARRINGTON

52 The Mall Golden Square
Warrington Cheshire
TEL: 0925 575055

WIGAN

18a The Galleries Shopping Centre
Market Street Wigan
TEL: 0942 323913



On High Streets Nationwide....

ALTRINCHAM

59 George Street Altrincham
Cheshire TEL: 061 929 7433
BURTON-UPON-TRENT
Unit 30 Octagon Centre New Street
Burton upon Trent Staffs TEL: 0283 517505

COVENTRY

Unit 24 Orchard Walk Orchard
Shopping Centre Coventry
0203 520778

DONCASTER

11 South Mall
Frenchgate Centre Doncaster
0543 418666

HULL

Unit 11 Princes Quay Hull
TEL: 0482 585100

LEEDS

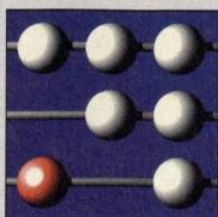
11 Albion Arcade Bond Street
Centre Leeds TEL: 0532 454098

NORTHWICH

85 Witton Street Northwich
Cheshire TEL: 0606 47883

OLDHAM

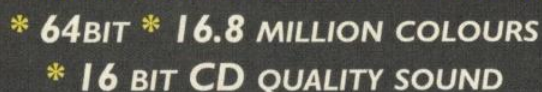
The Spindles, Oldham, Lancashire
TEL: 061 6270822



* Offer Ends 24 October 1994

STAY PUT

Voted the number 1 games system. The all new UK version Jaguar has at last arrived in Calculus Stores, complete with the latest software direct from the States. Every Jaguar sold by Calculus comes with a FREE copy of Cybermorph. So, don't hesitate when you could be taming a Jaguar for 6 months for nothing.



Crescent Galaxy	£35.00	Wolfenstein	£49.00
Raiden	£35.00	Alien vs Predator	£54.00
Dino Dudes	£35.00	Club Drive	£49.00
Tempest 2000	£49.00	Chequered Flag	T.B.A
Kasumi Ninja	£49.00	Doom	T.B.A

FREE Cybermorph
£229.99

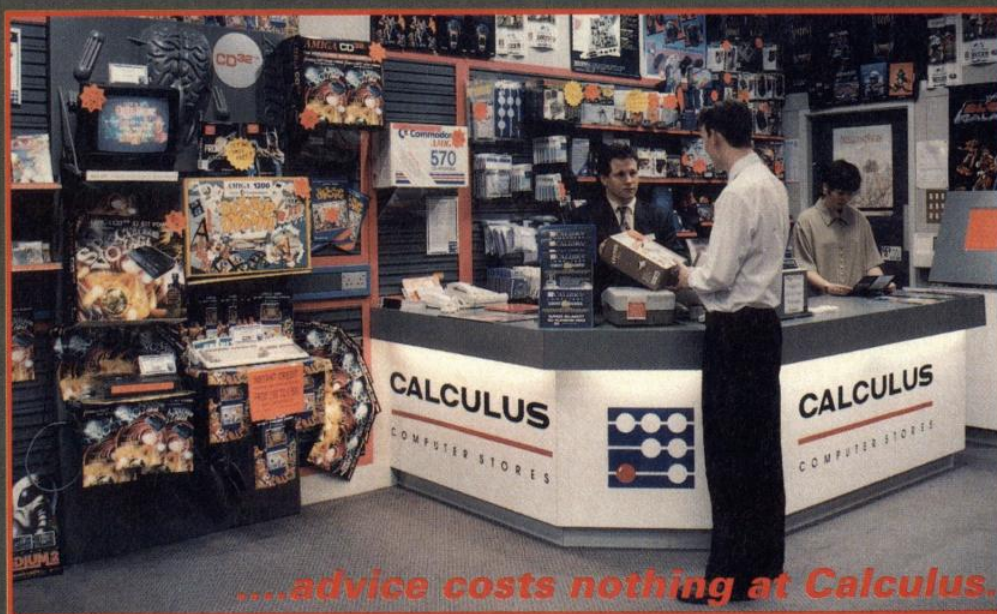
2nd Option

We accept Access and Visa Cards or a cheque, put your cheque guarantee card number on the back of your cheque for an instant status cheque otherwise allow 5 days for clearance. Mail order goods are normally dispatched the day that an order is cleared and delivered Nationwide by Securicor

If you are visiting a Calculus Store, bring a cheque guarantee card and proof of identity for Instant credit clearance. Otherwise it can take up to 24 hours but you must be over 23 and in Full Time Employment.

*APR 29.9%

**PHONE OUR
MAILORDER NUMBER
0543 419999**



....advice costs nothing at Calculus.

MAIL ORDER FORM OR PHONE 0543 419999 FOR CREDIT DETAILS

CALCULUS COMPUTER STORES, RINGWAY IND. EST., EASTERN AVENUE, LICHFIELD, STAFFS. WS13 7SF

Tick appropriate boxes

VIDEO GAMES SOFTWARE	
1. Escape from Monster Manor	£39.99
2. John Madden Football	£39.99
3. Road Rash	£44.95
4. Shock Wave	£39.99
5. Twisted	£39.99
6. Theme Park	£44.95
7. Super Wing Commander	£39.99
8.	£

1. Crescent Galaxy	£35.00	
2. Raiden	£35.00	
3. Dino Dudes	£35.00	
4. Tempest 2000	£49.00	
5. Wolfenstein	£49.00	

I enclose my cheque for £.....

[illegible]

Expiry Date...../...../.....

TOTAL £

Name

Address.....

Postcode.....TEL.....

Write your cheque guarantee card number and name and address on the back of your cheque and we can normally despatch goods the same day otherwise allow 7 days for cheque clearance.

These games aren't finished yet, but they've let us look at them. They are software developers. We are TOTAL!. And were sharing our screenshots with you.

PREVIEWS

PREVIEWS PREVIEWS PREVIEWS P

DONKEY KONG COUNTRY

For ▶ Super Nes From
▶ Nintendo Release ▶
December



Kong stars in the new Pirelli advert. But will he fall off? Who knows, eh?

What's he staring at? Creepy little git. Go on, sod off, you beady-eyed little twerp!



Donkey Kong's walking on water. It's a blinkin' miracle!

We've been warbling on about it for a while now and joy of joys it's finally here (well, here in the office anyway). It's *Donkey Kong Country*, it looks gorgeous, it plays like a dream, and best of all, it's got monkeys.

The big thing about the game is that it features the most amazing graphics seen in any video game. In fact, when it was first unveiled in the U.S. some months ago, Nintendo led the punters to believe it was an Ultra 64 game before stunning them with the revelation that in fact it was running on a 16bit SNES. However, we've never been taken in by flash graphics here at TOTAL! so we were a bit skeptical as to the amount of gameplay that could be squeezed in with so much

SUPER RETURN OF THE JEDI

For ▶ Super Nes From
▶ JVC Release ▶ TBA

All right, so the plot isn't followed too accurately, but who cares about that?



Yet another baddie with an English accent prepares to meet his maker. Poor chap!

Right, first things first, if you fancy winning some great *Return Of The Jedi* freebies, turn to page 96 now. Good, on with the preview then.

We were supposed to bring you a preview of this game last month but due to bad weather we had to call it off. Still, here it is now and was it worth the wait? (Well, was it? A. Reader) Yes it was. The game is a veritable barrel of splendiddness featuring numerous levels of Luke, Leia, Chewie and Han-related action. That's right, depending on which level you're on you can choose to



Let's all scream together. Unless of course these guys are singing a song.

graphic revelry going on. The verdict though, is that it more than performs in all areas.

Yes, essentially it is just a platformer, but it's a very good one with a vast amount of interesting twists and intriguing hidden bits for you to discover even after you've completed the game. There are also special bonuses like the ability to ride on a variety of creatures including a rhino and a frog. What's more you can play as either Donkey Kong (he's a big gorilla) or Diddy Kong (a small gorilla). These characters have different abil-

ities so effectively the game plays differently depending on which ape you're controlling.

We will of course be reviewing the game in the very next issue of TOTAL! so for the moment you'll have to be content with these screenshots here. But even if you're tempted to think it's just a platformer, banish the thought from your mind immediately. It looks like this is going to become the yardstick by which all platformers are measured in the future.



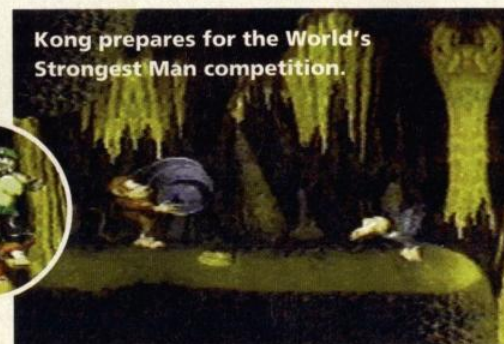
Call me old fashioned, but I don't really think an ape could do this, could it? Not in the real world anyway.



Out of this world graphics or what?



Kong prepares for the World's Strongest Man competition.



play any one of the four heroes, each of which has a different weapon and slightly different characteristics.

The style of the game is much like *Super Star Wars* and *Super Empire Strikes Back*, but everything is done just that little bit better.

The graphics are much sweeter and it would appear that the gameplay too is more involved, more varied and more challenging.



As it happens, Josse has met David Prowse, the actor who played Darth Vader in the original film.

Take a good look at these rather dandy screenshots to see what we mean. There are all sorts of platform levels and Mode 7 sections to get your light sabre into and we reckon it's going to be pretty bloody smart, so make sure you come back next month for the full marks-out-of-a-hundred-treatment.



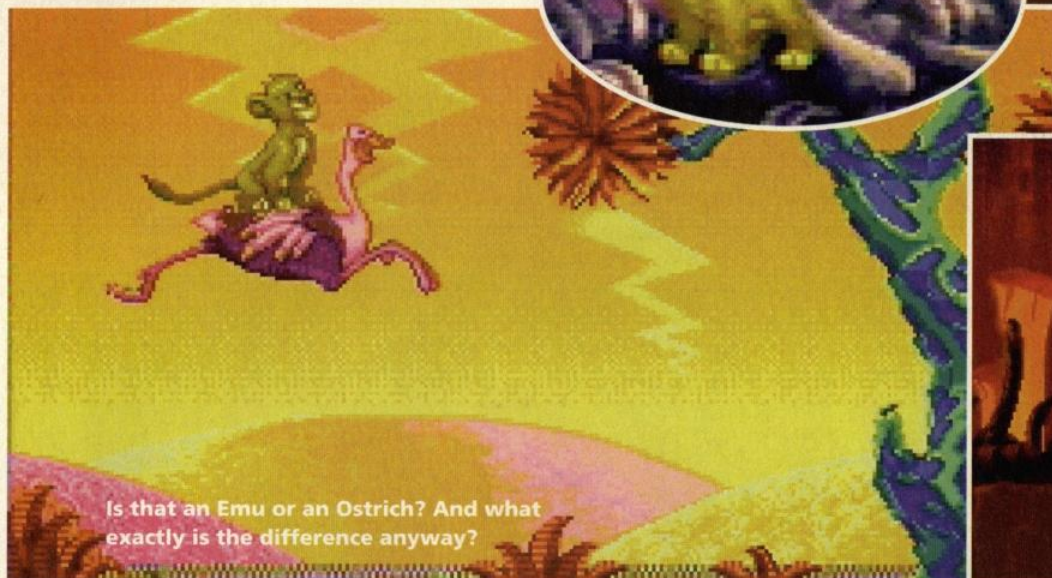
Since when did Ewok villages have electric escalators in them? How very silly!



Over the course of the game you get to play all four of your favourite characters.

THE LION KING

For ▶ Super Nes From
▶ Virgin Release ▶
To be confirmed



Is that an Emu or an Ostrich? And what exactly is the difference anyway?

I just can't wait to be King. Well, of course I can. But the star of this game can't. No, he's called Simba, and he's the son of the Lion King. Only his old Dad isn't going to be King for much longer because he gets snuffed by a herd of stampeding bison or something leaving poor old Simba in a bit of a state. Still, I won't give too much of the plot away. Needless to say we have the game of the up 'n' coming film right here in our offices.

Hands up anyone who wants a ride. Hop aboard then young Sir. Wahay etc...

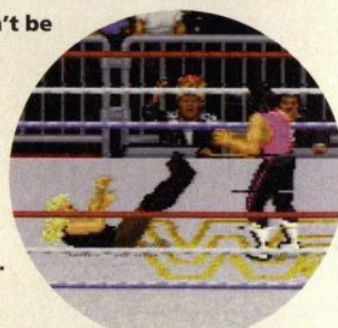


WWF RAW

For ▶ Super Nes From
▶ Acclaim Release ▶
December



Left: You wouldn't be happy if these were your parents.



Right: And up and down, and up and down...

Acclaim have cleared out *Royal Rumble's* duffer characters and imported an all-new bottom-sparking eye-opening clan of lycra-wearing funsters for their latest WWF-licensed grapple-'em-up.

Amongst others, Brett Hart's little bro' Owen debuts, as do Deisel, Doink – an evil clown who frightens children – and Luna Vachon, the first lady (She may not be a lady, but she's all woman! Andy) wrestler to make a SNES appearance.

She's a bit of a sour cow. Don't go messing with her though.

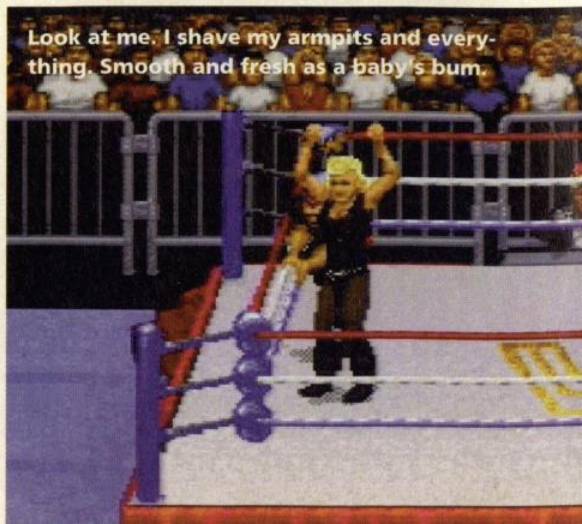


Above: Put your handbag down and give me a hug, then we can play kiss chase.



This whopping 42-meg four-player game features at least ten unique moves and a host of new modes including a gang fight where you grapple the other wrestlers in sequence without recovering strength or energy. Realism in a WWF game? The irony of it all!

Look at me. I shave my armpits and everything. Smooth and fresh as a baby's bum.



Because this is a preview and not a review we can't really be judgemental as to the quality of the game, but if we were to say that it's not a million miles away from *Aladdin* we will achieve two aims. A) Our readers will have a fair idea of what to expect. And B) Virgin will get all narky with us and say "But it's a completely different game you fools!". Well, of course it is. What we're trying to say is that it's a platformer, it looks gorgeous, it's chocka with stunning animation and it's a right old hoot too. So, erm, there you go.



The yawn at birds level is quite a thrill. Eat plenty of garlic and off you go.

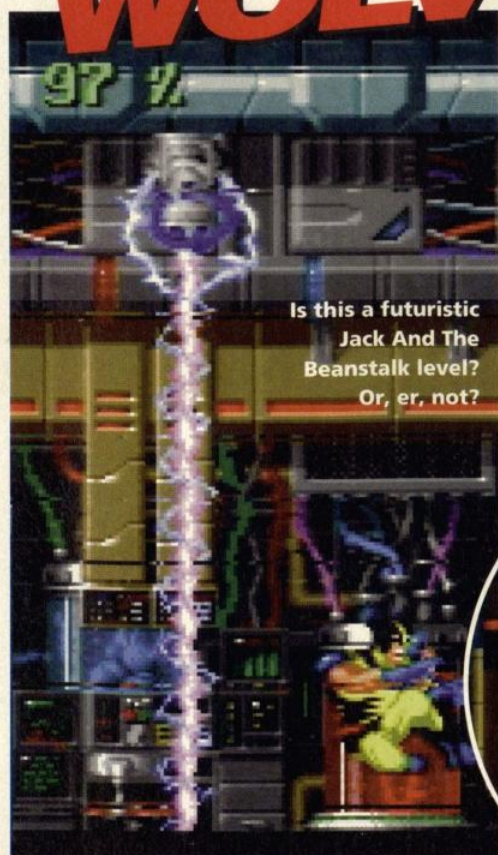
Yes, I bet you didn't know lions could levitate did you? Look, he's doing it again.



Simba the lion grows up as the game progresses. Aaaaah!

WOLVERINE

For ▶ Super Nes From
▶ Acclaim Release ▶
December



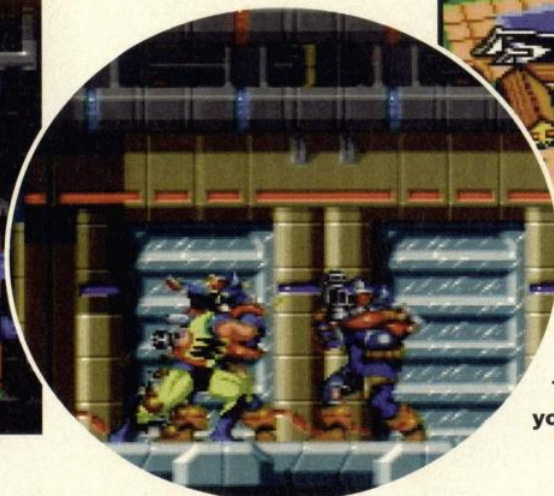
Is this a futuristic Jack And The Beanstalk level? Or, er, not?

The new Graham Taylor-licensed game designed to get the orange and black army into the FA Carling Premiership all went a bit pear-shaped when they accidentally went and signed up Marvel's top ex-X-man, wolverine.

The newly digitized comic-book star must jump and claw his way through alarmingly well detailed platform levels and fiendish foes alike in this howling lupine adventure. Look out for more details and a judgemental percentage next issue.



Have you Macleaned your teeth today? Huh, punk? Have you? Well you should you know.



Not a bad house for a raving, psychopathic lunatic is it? A career in lunacy. Hmm...

Top beat-'em-up action for all the family. Except your mum maybe. And your gran. And her neice.

GHOUL PATROL

For ► Super Nes
From ► JVC Release ►
To be confirmed



Now that's what I call a boss! How on earth do you kill him I wonder? Perhaps a well-delivered gag... erm!

Hordes of spooky new foes are bound to pop up in Ghou Patrol

Zombies was a bit of a surprise hit when it came out last year and there are very few people who don't love the game to death. A lot of its charm was the simple, yet addictive, gameplay and the high level of humour contained therein. This follow-up pursues a very similar theme but that's no bad thing, is it?

It looks like it'll deliver just as much ghoulish fun as *Zombies*, so we reckon you should order the next issue of *TOTAL!* now so that you don't miss the review.



The same game-play as the original means this should be very addictive.



The levels appear to be far more diverse than those in *Zombies*. Hurrah for that!



There are more cutaway screens in the sequel. Just thought we'd tell you.

WAY, MAN! I AM GOING TO FIGHT THIS UGLY DEMON DUDE AND SEND HIM BACK TO HIS FREAKY DIMENSION.

NEWMAN HAAS INDY CAR RACING

FEATURING NIGEL MANSELL

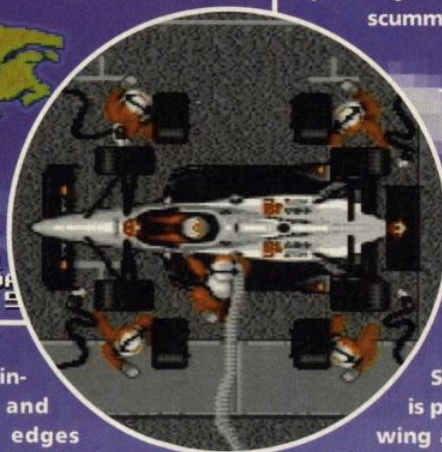
For ► Super Nes
From ► Acclaim Release
► Late November



It all looks too good to be true. Smooth, wonderful graphics aho!



You get the chance to race all over America. Which probably is a bad thing, scummy hole that it is.



The pitstop screen. This is where you repair all the damage done by bad driving.

We've had a quick go on an in-development version, and despite needing a few edges bevelled and surfaces polished, it's looking reet smart! There are Arcade and Simulation racing modes – both are on real IndyCar circuits – scrolling into the screen.

Arcade Mode is easiest to pick up, with intuitive controls and an accessible feel, while

Looky here, there are even some lovely (if a little basic) bridges in here too.

Simulation Mode is packed with tyre, wing and suspension setting details to make it more realistic and give more depth and life to the cart. But most exciting feature of all seems to be the split-screen two-player mode.

It should be finished for review next month, and we'll tell you if we think it's going to fare better than the real Newman Haas IndyCar team this season.



PITFALL II

THE MAYAN ADVENTURE

For ▶ Super Nes From
▶ Nintendo Release ▶
To be confirmed



Above: We've got a plastic crate in the TOTAL! basement that makes the same noise that this fire would.

Right: Indy hangs a bit.



Damp, musty walls, snakes, bats, vines, monsters, traps, pits and a vast amount of sweaty excitement. But enough about my bedroom. What about this *Pitfall II: The Mayan Adventure* lark then? Well, like my thrilling (but slightly unkempt) boudoir, it is all of the above and more.

There are ten large, nay, larger than large levels to complete that are based on four environments. There are two jungle levels, two waterfalls, two ruins and two temples, each of which is crammed with an assortment of traditional and not-so-traditional hazards.

As should be completely obvious from the fact that this is a preview and not a review, the game's not finished yet, but it's practically there and by god it's looking special! The graphics are splendid in a very look-we-can-do-



graphics-as-good-as-the-people-who-did-Aladdin kind of way, and the gameplay, well, apart from being simply very friendly, it's also very challenging and there are numerous secret and bonus rooms to discover and have a bash at. And the best part (well, sort of) is that you can find a complete, but hidden, version of the original Pitfall game that appeared on the Atari 2600 console about 2600 years ago.

Things are looking dandy here on the Mayan front so enjoy the screenshots and we'll bring you a full review next issue.

Very Indiana Jones. And that's a good thing we reckon.



POWER DRIVE

For ▶ Super Nes
From ▶ US Gold Release ▶
To be confirmed

It's all a bit skiddy at the moment but it's top fun driving into the crowds. Ha!

The people who brought us *The Incredible Hulk* are about to present us with another hero. But this time it's not so much a Super hero as a Cooper hero. Yes, it's a Mini Cooper, and he's bringing all his four wheeled friends along for the the ride. What we're wibbling on about is a new Rally driving game called *Power Drive* (What a dismal introduction that was. Josse).

Over an unfeasibly large number of courses you can drive a range of exciting cars such as Minis, Cosworths, Cinque... (that Fiat thing) and loads of others. The game's not finished yet, and



while the graphics don't make you go all weak at the knees at first sight, it must be said that the gameplay seems to be shaping up rather nicely. The cars slide about an awful lot but when you get used to the way they move, it

all becomes very addictive.

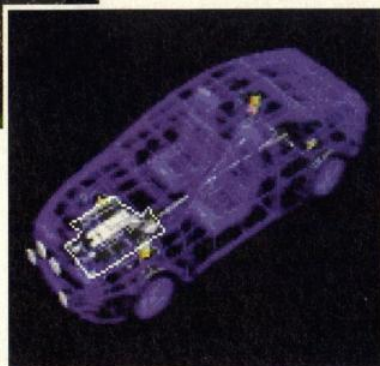
Race fans should, if they know what's good for them, take a close look at our next issue for the full review.

Top quality intro screens galore. They're digitized and everything. Phwoar!



Head-to-head skiddy, bashy action. The two-player option is brilliant!

You can select almost every element of the car.

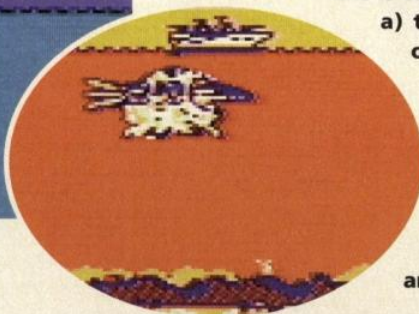


SEAQUEST

For ▶ Game Boy
From ▶ THQ
Release ▶ October



A bit like Hunt For Red October, only better, some would say.



SeaQuest is an underwater (so that's the sea bit sorted!) shoot-'em-up in which the quest is to search out canisters lying about the seabed which are filled with radioactive material. The reason for this is twofold:

- a) to protect the ocean's delicate ecosystem and
- b) to prevent the renegades from developing atomic warheads. Hurrah!

Oops, that's torn it and no mistake!



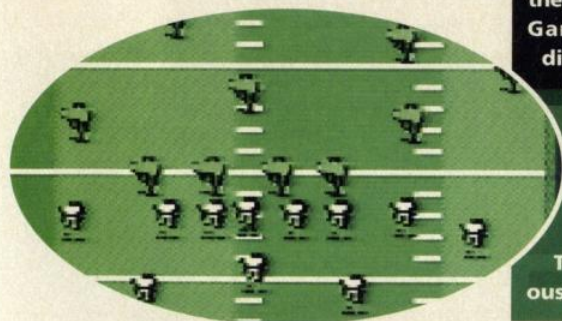
It's got a beard! I don't remember any hairy hulls in the TV series, do you? Eh?



There you are in your sub (which looks a lot like the sharks that patrol the seabed) and you have to avoid all the perils of the sea-bed including sharks, bombs from subs and ships, deep sea platforms and trenches. And all to the merry tune of a sailors' hornpipe! To help you on your way there's a sonar device to search out the enemy and plenty of bombs with which to blow the evil ones to kingdom come.

MADDEN '95

For ▶ Game Boy
From ▶ THQ
Release ▶ November



Madden finally makes its debut on the game Boy! Hurrah! The Madden games have proved phenomenally successful on every other format they've had the pleasure to grace, so this is a real boon for Game Boy owners! There are plenty of different games to chew on here: a regular game, an entire season, a sudden death game, the 1994 playoffs in which you choose from 28 '94 teams, the championship playoffs where you get 38 teams from the past to choose from and the

The players all pull moonies simultaneously. Not bad! Not bad at all!



Amazing animation for such a weeny hand-held device. Lovely!

franchise play-offs where you take your pick from 12 franchise teams.

There's a game length select and plenty o' weather variables. Toss the coin to start the game and you're off! Everything is here: passing, running, quarterbacking (*Made-up word, surely! Andy*), coordinating your defence, choosing team formation and selecting offensive and defensive plays. We're hoping to have the full review next issue, so make sure you pick up your copy of TOTAL!

BRAINIES

For ▶ Game Boy
From ▶ Titus Release ▶
To be confirmed



The yellow tomato must get to the yellow base. Is it simple? Not really.

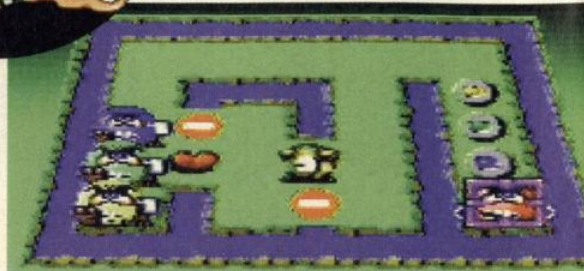


Puzzle games seem to be all the rage lately. *Tetris 2* proved that there's life in the old genre yet and in our opinion *Super Puyo Puyo* is the most underrated game around. Well, there's a new puzzler coming to the SNES and it looks like it may be too addictive for its own good. Titus are putting the finishing touches to *Brainies* even as you read but managed to give us a



sneak peak to be going on with. The aim of the game is to get the different coloured tomatoes to their respective bases within the time limit. The catch is that they can only move in straight lines and can't change direction until they hit something. Expect a full review very soon.

Curiously puzzling and puzzlingly curious. That's what *Brainies* is all about.



X-CITING! X-CEPTIONAL! X-TRAORDINARY!

**MARVEL
COMICS**

X-MENTM

ON VIDEO



AVAILABLE 10TH OCTOBER



AVAILABLE 14TH NOVEMBER

**THE MIGHTIEST MUTANTS
IN THE KNOWN UNIVERSE ARE
NOW ON VIDEO**

PolyGram Video

**X-TRACT THEM FROM A VIDEO STORE NEAR YOU OR BY
TELEPHONE ORDER HOTLINE 0733 232800. RRP £9.99**

Hundreds
of top-selling games
at $\frac{1}{2}$ price.

(They won't take
megabytes
out of your dough.)

Whatever your system there are hundreds of top quality games to choose from in the
Woolworths $\frac{1}{2}$ price software sale.

Titles include: SNES Mortal Kombat, ~~£59.99~~ £29.99, Mega Drive Robocop v Terminator ~~£49.99~~ £24.99,
Mega Drive Street Fighter 2 ~~£59.99~~ £24.99, SNES Jurassic Park ~~£54.99~~ £24.99.

WOOLWORTHS

IT'S RIGHT UP YOUR STREET.

time

MasterCard

VISA

Switch

All items subject to availability

REVIEWS

The publisher of TOTAL!, Jimmer, is getting a little worried about these cartoon types causing mayhem on the pages of our favourite mag, and has threatened that the next one to get out of line will feel his wrath. All it needed was a little squabble about who'd reviewed the best game of issue 35. Oh dear...

Super NES



Micro Machines 34

Phwoar! Cor blimey! It's the most wonderful racing game ever - it's got tiny cars on a break-

fast table and everything! I'm going to run upstairs and tell Jimmer all about it. ATKO

Lemmings 2: The Tribes 38

Yeee-haaaar! Watch 'em fall to their death and discover stacks more stuff than in the already brilliant original game! I'm going to phone Jimmer to tell him about this stonking game! LINDA



Earthworm Jim 42

Right, I'm the Editor and I reckon this is the best game of all time and as such I'm going to be first to tell our Publisher that *this* is the most wonderful creation of all time! ANDY



Super Bomber Man 2 46

You're all wrong! This high speed explosives-lobber is in a class of its own. I'll race you lot up the stairs to tell Jimmer that *this* is the best game of all time! JOSSE

The Adventures Of Batman And Robin 50

I know I'm not allowed to review anything, but I designed the pages for the *Batman* review and I think it's great. I'm going to tell Jimmer first! JON

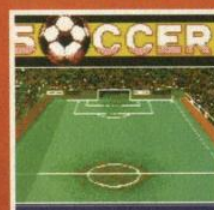


Vortex	52
Ren And Stimpy	57
Tiny Toons Adventure Sport	58
Maximum Carnage	60
Virtual Bart	65
Sparkster	66



Game Boy

Power Rangers	67
NBA Jam	68
Micro Machines	71
Aladdin	73
Game Boy Soccer	75



NO! I think you'll find you sneaked in first because that review came at the front, whereas in fact, *Super Bomber Man 2* is clearly the best game of the month.

OH NO! Now look what we've gone and done. All our bickering about which was the best game of the month has evoked the wrath of THE HAND OF JIMMER!

Jimmer the publisher's a fair man. Hard, but fair. What did we do to annoy him? All I said was that *Micro Machines* was the best game of the month.

Stop it! If we carry on this bickering and quarrelling we'll all be in trouble! Oh no! Too late, here comes THE HAND OF JIMMER, and he's lining up with a special lightening bolt!

DOH!

TOTAL!
SNES REVIEW
EXCLUSIVE

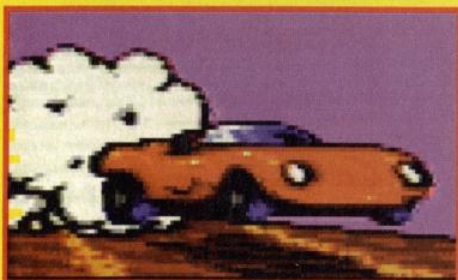
MICRO MACHIN



You'll need the perfect racing line to avoid this rubber/sharpener obstacle. Be warned!

CHEERS DRIVE!

Ladies and gentlemen, raise your glasses and comb your hair as we introduce those loveable Micro Machines...



SPORTS CARS

These little cars are very quick but have questionable handling. They're easy to over-steer but accelerate well. The track is made up of school desks pushed together so watch out for spilled ink and slow down for ruler bridges.



ROAD WARRIORS

You've got to be an exceptional driver to compensate for the tricky handling of these road rhinos on the skiddy garage floor. The best strategy is to drive on the white lines, thus avoiding any of those tricky, sticky glue related incidents.

Ever the miniature racing fan, Atko dumps his old Scalextric in a nearby skip and takes the mighty Micro Machines for a test-drive.



PLAYERS:
1-4
FROM:
SONY/
OCEAN
PRICE:
£50
RELEASE
JUNE

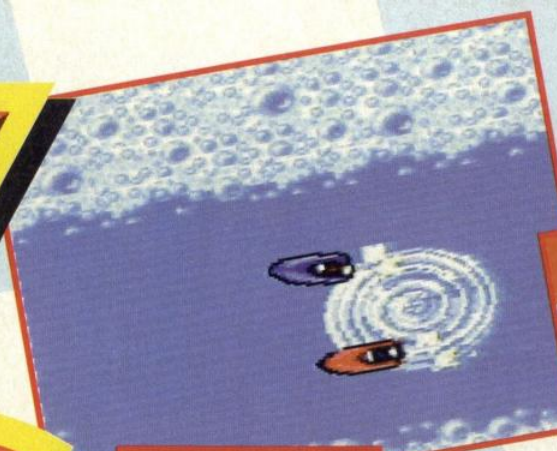
The trend for miniature toys is nothing new. In my day Matchbox cars were all the rage with the lads in our street. You could race 'em, chuck 'em, paint 'em, and of course keep 'em in your pocket. These days there's a choice of more



TANKS

It's off to the bedroom floor to get tanked right up (as it were), for this one. This is the only shooty bit in the game, and it's top fun, but the tanks are frustratingly slow round the corners. Anticipation's what you need.

DOES



Left: In the bathtub stay as close to the bubbles as you can. Any contact with plugholes loses valuable time.



Left: On the desktop race, anticipation's what you need. Right: Staying on the edge of the pool table is no easy task. Always keep your eyes on the edge of the screen.



tiny toys than we know what to do with. What with *Micro Machines*, *Monsters In My Pocket*, *Puppy In My Pocket* and that old favourite, loose change in my pocket it's no wonder teenagers always have a bulge in their trousers. It was inevitable then, that a video game conversion would happen, but we SNES owners have had to wait. Was it all worth it?

Micro Machines is an overhead racing game made up of nine *Micro Machines* racing on 32 different tracks. Each car has distinct speed and handling characteristics. Add to this the monster truck bonus round and you've effectively got ten racing games on one cart (well, sort of). In one-player mode you can either take on a single computer opponent in a tournament or take on all comers in the *Micro Machines* challenge. For every win you receive a car to go in your trophy cabinet, fill up the cabinet and you've won the game. In the multi-player mode up to four players can race in either a tournament or single race as team mates or individuals using an ingenious two joystick control system (see *Sharesies* box).

KNIEVALS
Irresistibly simple, original and addictive. The best SNES racing gameplay

It has to be said that *Micro Machines* isn't the most stunning looking racing game. The sprites are small, the backgrounds lack depth and the intro sequences are bland at best. Blimey, sounds a bit cack doesn't it? Wrong! This is the beauty of *Micro Machines*. Too often these days programmers spend most of their time and effort creating graphics that are ground-breaking, get hyped right up, yet ultimately leave you, the punter, with a game that's a bit of a bimbo – great to look at but shallow and devoid of intelligence. With *Micro Machines* the programmers have concentrated more on gameplay than a flash exterior, and it works really well!

This is one of the most instantly playable SNES games I've ever come across. There's no need to read the manual, just slap in the cart, gather some friends and off you go. The controls are easy to grasp and dead responsive but may well confuse you a bit when travelling

EVILS
Erm, your next electricity bill will be significantly increased!

down screen.

Just remember that right is clockwise and you'll do fine.

Micro Machines is one slick yet refreshingly silly game. You'll laugh, you'll shout, you'll skid off a table. How many carts can you say that about?

SNES owners may well feel short-changed by the late arrival, but like *FIFA*, the wait for a definitive *Micro Machines* has been worth it. Those sad Sega saps can only dream of this fantastic four-player frenzy.

Mode 7? No! Super FX chip? No! You don't need fancy stuff to make a great game, but this certainly ain't your run-of-the-mill racing cart. No sir-ee! You can keep yer *Mario Karts* and your *F-Zeros*. *Micro Machines* is where it's at. Buy it or be damned! **ATKO**



CHOPPERS

These are the hardest vehicles of all to master. Keep your eyes glued to the edge of the screen and be careful not to take the corners wide. Water sprinklers should be avoided and fan heaters are not there for a laugh either.



FORMULA ONE

The setting for this incredibly fast race is the pool table. They corner like they're on rails which is just as well because at this speed quick reactions are what sorts the men from the boys. Slow down, though, when you approach the playing cards.

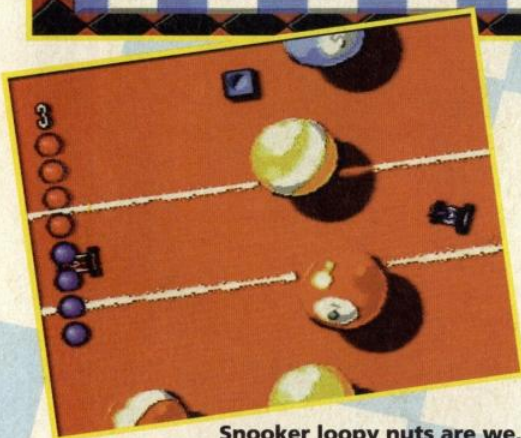


TURBO WHEELS

The scene is the yard, in the sandpit with professor plum and the dagger. Hang on, wrong game! Burn your buggies about over bridges and sand castles but avoid the water and the shovels.

MICROE MACHINES

TOTAL!
SNES REVIEW



Snooker loopy nuts are we.
Him and us and you and me. Stick your
Chas 'n' Dave tapes on as you race.

TABLE MANNERS...

- 1** You have your own colour coded car and start off in a grid with two cars next to each other and two behind. Press B to accelerate...
- 2** You can deviate off the track a bit but if you stray too far your car will explode and reappear well back in the race. Stick to the road!
- 3** Keep straight on approaching this fashionable Habitat place mat, so you can do a nice clean jump to gain an extra few centimetres – alternatively nudge opponents off the edge!
- 4** Watch out for large objects such as waffles and oranges. If you run into these and don't recover in time it's bonus time for your fellow competitors. Be careful!
- 5** Avoid the maple syrup! Drive into this and you're stuck long enough for the other cars to whizz past!
- 6** The yellow box shows roughly the area covered on screen, so watch out for the edges of tables that loom up suddenly or you'll find yourself falling to your doom! Aaaargh!



POWER BOATS

The only place to really race a power boat is in the bathtub. You have to contend with plug holes, shampoo bottles, rubber ducks and bubbles, bubbles, bubbles all over the gaff.



FOUR BY FOURS

It's breakfast time at the kitchen table so you'll need all your four by four handling to overcome waffles, cereal, maple syrup, spilled milk, oranges and all manner of other wasted morning goodies.



RUFF TRUX

Ruff Trux is only accessible after three victories – this bonus level is a monster truck scramble in the garden set to a time limit. Go as fast as you can and avoid those stubborn bushes!

"Furiously fast frenzied fun for four"



JOSSE SAYS...

The one-player game isn't anywhere near as good as other racing games such as *Stunt Race FX* and *Mario Kart*, but the multi-player mode makes up for this. If you're a racing fan with loads of mates, *Micro Machines* is well worth considering.



Come in Rubber Duck. Ten-four for a copy. And other any other C.B. Jargon.

TOTAL! TACTIX

WALK ON WATER

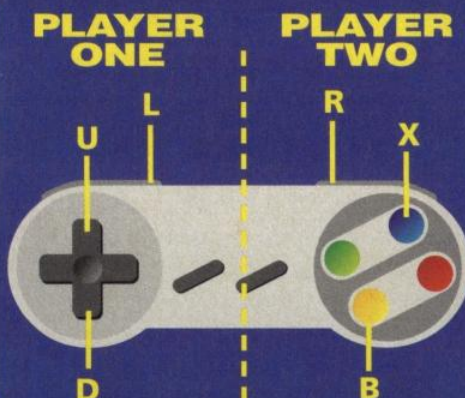
On the first bonus Ruff Trux game, here's how to get across the water. Instead of weaving around like Sigourney (if you do that you'll ultimately fall in the drink), try this: Drive straight into the water and when you reappear you'll have the perfect line. Don't touch the joypad, just accelerate all the way.



SHARESIES

For the first time ever four players can play a Super NES game using two joypads. I know this idea sounds a bit bonkers, but it's true, honest!

One of the things we like best about multi-player games is that they bring friends together - harmony and world peace, y'know. And how much closer can you get than this? It may all be a little cramped, but hearty congratulations go out to the Ocean/Sony partnership for bringing a bit of love into the world!



PLAYER ONE

- U** Rotates the vehicle anti-clockwise. Not left as is a common misconception.
- D** Rotates the vehicle clockwise. Not right as is a common misconception.
- L** Controls the brakes, with auto acceleration you'll need this frequently.

PLAYER TWO

- X** Rotates the vehicle anti-clockwise. Not left as is a common misconception.
- B** Rotates the vehicle clockwise. Not right as is a common misconception.
- R** Controls the brakes, with auto acceleration you'll need this frequently.

GRAPHICS

Bright, detailed and functional graphics. If you expect anything more, you're missing the point

8

SOUNDS

Surprisingly basic effects and music only on the intro screens. Better to stick a decent tape on

6

GAMEPLAY

Plays like a dream with a four-player option that's innovative, effective and a bloody good laugh

10

LIFESPAN

With up to four players *Micro Machines* has all the longevity of a boiled sweet the size of Venus

10

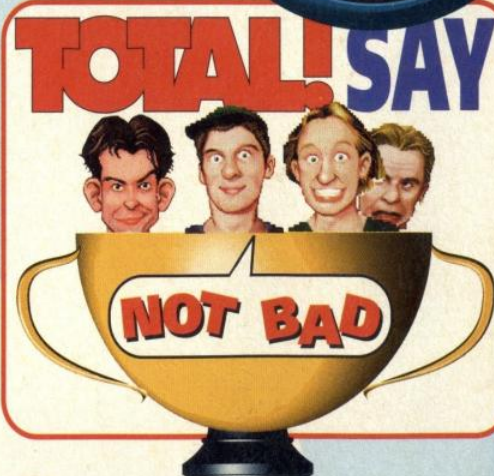
TOTAL! JUDGEMENT

"The biggest speed thrill you can get without showing up on one of those Police Stop videos. An instant classic"

TOTAL! SCORE

91

When we were kids we had a special sandpit. It was a quicksand pit. I was an only child. Eventually.

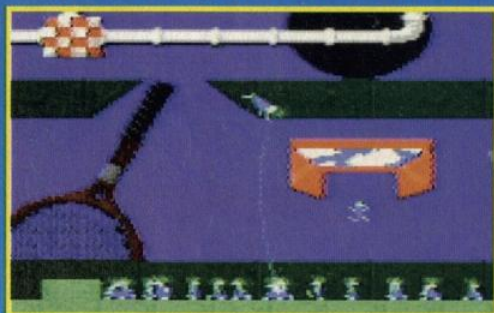


LEMMING

THE TRIBES



What a wheeze! In this sequel, your lemmings can fire flame-throwers.



A pole-vaulting lemming could prove invaluable in some of the levels. Like this one.



PLAYERS: ONE
FROM:
PSYGNOSIS
PRICE: £TBA
RELEASE: NOV

Judging by the mail we receive, Linda already has a big following, but is she a good leader of the masses?

You've got to admire Psygnosis for having the guts to try and better the best-selling computer game of all time, *Lemmings*. By now everyone on the planet must be familiar with the original so let's forego that formality and check out the plot to this splendid sequel.

Lemmings Island is made up of 12 lands, each being the home of a piece of an ancient Talisman and containing a themed tribe of lemmings. The nice-but-dim



How strange. The lemmings' huts look just like their owners. Sort of, well, er, oh dear.

lemmings not only have to leave their little communities but must vacate the island before they perish in the imminent darkness that's coming! Once a tribe has been rescued, you're awarded one part of the Talisman. The game is complete when all twelve have been collected.

As before, the objective of the game is to get as many lemmings as possible from the trap door to the exit. The gameplay remains almost identical to the point-and-click original apart from the welcome addition of a

JUMPS
As addictive as ever but considerably more varied. A must buy for all puzzle fans

TOTAL!

TACTIX

Look, we're hardly going to blow the gaff on the whole game in the review are we? So here's a big picture of one of the levels to give you an idea of what you're up against. Here's a word of advice though.

Although the game seems slow, you don't get much time to think. At the start of each level always, ALWAYS, pause the game and scroll around to study the level. Don't say we didn't warn you.





Nintendo mouse option which makes the game easier to grasp, although not necessarily better.

Graphically, the sprite quality and animation remain as before but the backgrounds are both enhanced and more varied preventing it from looking dated.

Another difference is that in the sequel, instead of saving the requisite number of lemmings, you now begin with a set number of lemmings for each tribe. So, *only* the number of lemmings rescued on level one will progress to level two and so on, in a *Cannon Fodder* type of way. This adds to the game's shelf life immensely in that once a level has been completed it is no longer merely forgotten, but can be re-visited in

BUMPS
Takes a bit of getting used to with the joypad and gets very hard, very quick

I've, um, well, trapped all those lemmings in that pit thing to illustrate a point... Although I've forgotten what the point was. order to save more lemmings and thus have a better chance at the rest of the game.

With over 120 levels, 15 new soundtracks, 12 tribes of lemmings, 60 lemming skills and a mouse option, Psygnosis seem to have disproved the old adage: if it ain't broke don't fix it. This sequel takes all the elements of the original game and successfully builds on them to make an even better one. If any dunces out there didn't buy, and fall in love with, the original, now's your chance to make up for such a momentarily silly mistake.

LINDA

T!

"This'll stretch your brain to new limits!"



JOSSE SAYS...

This is a far superior game to the original. It's less rigidly structured so it's more fun. I reckon it makes other puzzle games look a bit lame, including the mighty *Tetris* and *Super Puyo Puyo*. If you like your fun to have a smattering of intelligence, this could well be the one for you.



The sand pourer has been used to good effect in filling up this large hole.



Above: In Egypt it's all thick walls and pyramids. (A startling observation! Josse).

Left: The Talisman is restored. Yip!

TWO TRIBES...



... er, plus another ten. But then, if we'd said "Twelve Tribes" in the heading we couldn't have made reference to that "controversial" little 80s numberette from Frankie Goes To Hollywood. Um... anyway, crap aside, here are the tribes.

- | | |
|------------------|------------------|
| 1 CAVELEM TRIBE | 7 MEDIEVAL TRIBE |
| 2 SPACE TRIBE | 8 EGYPTIAN TRIBE |
| 3 POLAR TRIBE | 9 OUTDOOR TRIBE |
| 4 HIGHLAND TRIBE | 10 BEACH TRIBE |
| 5 CIRCUS TRIBE | 11 SPORTS TRIBE |
| 6 CLASSIC TRIBE | 12 SHADOW TRIBE |

LEMMINGS 2 THE TRIBES

THINK QUICK!

All right, so you can pause the game while you do your thinking, but even when you've figured out what's required of you, you'll need to do some pretty fast manoeuvring to pull off a successful result. Study all the lemmings' abilities below to become the ultimate expert.

JUMPER

Jumps a short distance.

KAYAKER

Crosses water in a lovely kayak.

MINER

Digs long tunnels at an angle.

STACKER

Builds a six block vertical wall.

SLIDER

Does the opposite to a climber.

RUNNER

Faster than the standard lemming.

SWIMMER

Would you believe he swims?

FLOATER

Slowly floats to the ground.

POLE VAULTER

Pole vaults over obstacles.

ROCK CLIMBER

Scales vertical faces & overhangs.

FILLER

Fills in damaged landscape.

PLANTER

Grows plants for walking on.

LASER BLASTER

Vaporises landscapes above.

MORTAR

Fires a shell into the air.

JET PACK

Floats for exactly ten seconds.

BALLOONER

Rises vertically until it bursts.

MAGIC CARPET

Floats just above the terrain.

EXPLODER

Explodes making a crater.

PLATFORMER

Makes a horizontal ramp.

SHIMMIER

Jumps and grabs the ceiling.

ARCHER

Fires an arrow in any direction.

CLUB BASHER

Bashes through things horizontally.

BOOTER

Walks on any surface.

DIVER

Takes a plunge off high cliffs.

ROPER

Fires a grappling hook and line.

ATTRACTOR

Plays music that makes all dance.

THROWER

Lobs a sticky rock at the landscape.

BAZOOKER

Fires a shell in an arc.

FLAME THROWER

Removes a chunk of the landscape.

TWISTER

Drills downwards aided by fan.

BOMBER

Drops bombs creating a crater.

DIGGER

Digs down vertically.

SPEARER

Throws a spear into landscape.

SUPER LEM

Flies in the air and follows the cursor.

SAND POURER

Creates a mound of sand.

SCOOPER

Hangs around with Josse.

CLIMBER

Climbs up vertical surfaces.

FENCER

Cuts a tunnel slightly upwards.

SURFER

Surfs across the water at speed.

GLUE POURER

Pours glue to form a bridge.

HOPPER

Hops until he hits an obstacle.

BUILDER

Makes a ramp sloping upwards.

STOMPER

Smashes a vertical trail down.

PLANTER

Oh, hang on. We've done him. Next...

ICARUS WINGS

Flies horizontally aided by fan.

SKATER

Skates across icy patches.

BASHER

Bashes through things horizontally.

RUNNER

Runs about like a runny thing.

PARACHUTER

Floats downwards aided by fan.

HANG GLIDER

Sails downwards at an angle.

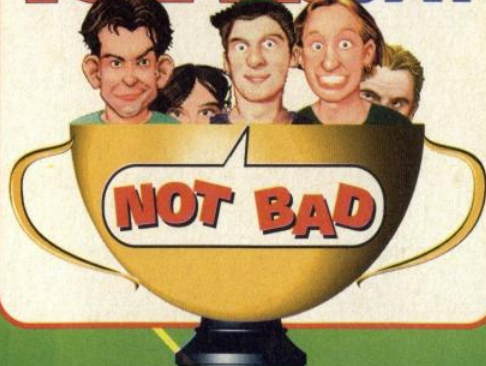


Blimey! This review is so

packed we've had to start a Captionshare™ scheme. Here are three differing screenshots of the game.



TOTAL! SAY



GRAPHICS

Varied and detailed backgrounds make this far more visually impressive than the original

8

SOUNDS

Each tribe has its own groovy soundtrack which adds to the atmosphere immensely

8

GAMEPLAY

initially frustrating but addictive and very playable, especially with the Nintendo mouse

9

LIFESPAN

Passwords help things but if you're a pensioner there's a danger of you not finishing it

9

TOTAL! JUDGEMENT

"For my money this is the best puzzle game you can get for the SNES. It builds on the original brilliantly. At last a thinky game that's top fun for all"

TOTAL! SCORE

90

GORILLAS IN THE FIST.



Ook ook ook. Ook ook Donkey Kong. Ook ook, ook ook 100 levels ook; ook ook. Ook ook ook battery-backed memory ook ook. (Ook Super Game Boy ook ook 256 colours). Ook ook £24.99. Ook ook ook ook. Ook ook.

Nintendo



EARTHWORM

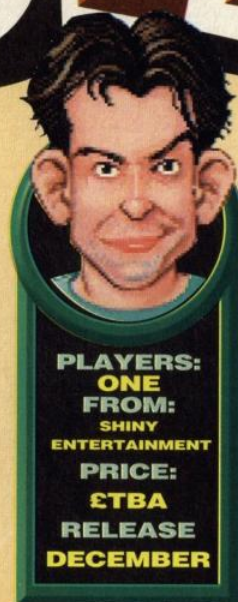
TOTAL!
SNES REVIEW



Jim meets his accountant, who should really be avoided at all costs. Run for it, Jimmer!



The against-the-clock glass bubble section is one of the trickiest in the whole game. Hit the rocks too often and you'll implode.



PLAYERS:
ONE
FROM:
SHINY
ENTERTAINMENT
PRICE:
£TBA
RELEASE
DECEMBER

Andy gets all cynical about this long-awaited platformer and gets Josse to do all the hard work for him. (No change there then! Josse).

tions on Jim. Very amusing, but we've seen it before. This is level one. Hmm... very pretty. Good backdrops, fine. Nothing special though is it?" "It handles well though."

"Shut up Bilson, I'll do the talking. Blimey, you can fire a gun! That's a novelty in a platformer. Hang on, what are you doing?"

"I've launched a cow" "Why?"

"Dunno!"

"Oh. Dave's just being whacky for the sake of it. Right, onto level two. Aha, a sort of 3D chase thing with power-ups and stuff. Mind you, it's hardly original is it?"

"No, but it's done very well."

"Yes, but we want something new. What's next?"

"There's this screen you get between levels where you can make Jim say 'Groovy' simply by pressing one of the buttons."

"I've seen that before. It was in, um, thingy, er..."

"I haven't seen it before."

"No, actually neither have I. Still, it's only cosmetic."

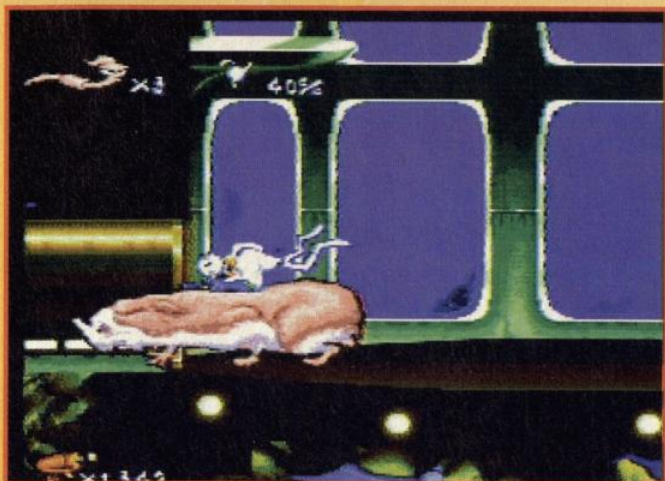
WORMS
Superb visuals,
great sound, slick
gameplay and
more originality
than, well,
anything really

Earthworm Jim? That's that new game from Dave "La di da" Perry isn't it? S'pose it'll be the best thing since sliced bread then won't it? Or will it? Perhaps it'll just be *Aladdin* all over again. Right, Josse. Here's a joypad, you play the game and I'll watch."

"Okay, if I must!"

"That'll be the opening credits there. Comic anima-

Left: Leap atop the hamster, press fire and he'll chomp his way through your enemies for you. Very ingenious! Right: Spin these crystals and you'll either rise up in the air or be transported to a bonus level.





This is one of the bonus levels. Whip the snowman a few times and you'll eventually defeat him and escape. I don't quite know what purpose it serves but it's a right old laugh.

Let's move on. This next level's all full of tubes and rock hard gorillas. And there's this weird hamster-riding bit. Oh look, you can even control the hamster's mouth to make him eat all the enemies."

"Another original bit methinks."

"Oh do shut up!"

"Sorry."

"And now a strange underwater race thing in a glass bubble. There's a time limit and each time you hit the walls of the cavern the bubble cracks a bit more. Looks a bit awkward."

"Plays like a dream actually."

"Bugger! And what's that wheel?"

"You have to whip it to open the gate so you can escape the mad accountant."

"Groink!"

"And then there are the rotating crystals that you walk on to access bonus levels, one of which involves you having to get your suit back. And on this other level you have to protect that little cute dog by shooting everything in its path. And you whip the dog to make it jump over chasms. And if you fail the dog mutates into a strange beast and drags you back a few screens as a penalty."

"That's quite unusual isn't it?"

"Unique is probably a better word."

"Yes. And is that what I think it is?"

"Yes, a somewhat never-before-done bungee jumping series of beat-'em-up rounds."

"And this levels pretty amazing!"

"Yep."

"And this one."

"Oh, yes."

"And that one, that one and that one and that one."

"Yes, yes and yes."

"Look, stop it, will you?! Just use the level skip I showed you, I tire of all this excellence."

"Okay. I'll just skip throu... Look at that, it's that cow we launched at the start of the game. I knew it served a purpose."

"Flash gits. All right. I concede. We must doff our caps to Dave Perry for creating one of the finest games ever. It's stunning in every way. It's very different to the Mario games, but in it's own way, it has the same level of ingenuity and downright playability. TOTAL!, quite definitely, say "Not bad!"

ANDY

T!

Left: The space chase that you get between all the main levels. It's fab and fun and all that. Right: Be warned. Bungee jumping can have seriously adverse effects on your eyes.



"Everything we were expecting and more"



JOSSE SAYS...

It would be nice to offer some sort of alternative here, but there's really nothing to touch *Earthworm Jim*. The Mario games have always been the yardstick, but this is such a different game the two can't be compared. Like *Super Mario World*, you must own this game.

TOTAL! TACTIX



This wheel, when whipped, opens the gate below, but on this occasion ignore it. Why? Well, read on and I'll explain it to you. Trust me...



See? If you simply avoid the accountant (who was lurking below) and then jump over the gate, you lose less energy.



Next, leap from the platform and use your whip to hook onto the, er, hook and swing over to the left...



... But don't relax yet. Instead, at the height of your swing, use your whip again and you'll grab a second hook that wasn't visible before.

EARTHWORM JIM



When you see one of these chains, use your head, ha ha! What a resourceful worm.



As in real life, worms are prone to frequent attacks from crows. Get that gun ready worm fans.



Squeeze yourself up into these glass domes or the gorillas will punch your lights out.



Dave Perry Says...

Because we like hob-nobbing with top industry geezers, and because it was the firm's phone bill, we rang Dave in his luxury Languna Beach home. Lucky bleeder!

ANDY: How long did it take to develop *Earthworm Jim*?

DAVE: Seven long months of sweat, tears, coffee, pizza, a lush Californian lifestyle, massages by the pool...

ANDY: Don't rub it in, old boy. Tell us about the game. What were your aims?

DAVE: To produce a bloody funny, hard action game, where you've got no idea what's going to happen next. This makes finishing the game much more of a goal as you want to see the next level. The end was the first thing we did (it's EXTRA funny). You won't have seen that yet 'cause I hear you're a really sad games player! *(Dave breaks into laughter)*
ANDY: Well as it happens I have seen the ending, and yes it is funny, and if you don't stop taking the, er, mickey, I'll tell the TOTAL! readers all



about it and spoil it. Anyway, can we expect a deluge of *Earthworm Jim* products?

DAVE: Andy, me old mate, you'll be wearing *Earthworm Jim* underpants by the time we're finished!

ANDY: How about *EJ2*?

DAVE: It's on the way and going well - it has a new play concept that you'll love.

ANDY: Is it a beat-'em-up?

DAVE: Nope. I have a plan for a beat-'em-up, but it'll be for the Ultra 64.

ANDY: Er, can you lend me a

tenner by any chance?

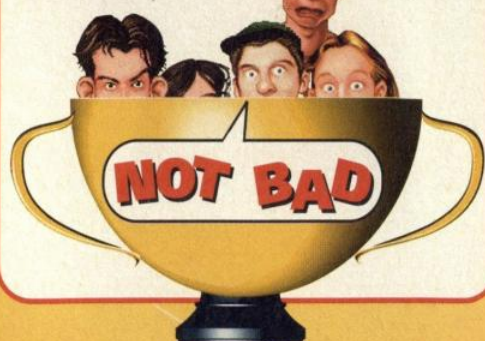
DAVE: Only when you give me the last one back. Not forgetting all that beer you owe me from that time at the karaoke... Click. Brrrr.

Right well, won't be ringing him again.



Frank makes a brief return to TOTAL! with his new girlfriend. Jim is perturbed.

TOTAL! SAY



GRAPHICS

Stunning. The animation is faultless, the variety between levels is huge... there's just so much work that has gone into this

9

SOUNDS

Excellent also. Some fine tunes and there are heaps of sound effects and brilliant samples which spice things up considerably

9

GAMEPLAY

Wonderfully playable. Yes, it's a platform game, but it's brilliantly executed and there's a surprise round every corner

9

LIFESPAN

It's big, it's hard, and it'll last for ages. And this isn't even some shoddy innuendo we're trying to pull off here (for a change)

8

TOTAL! JUDGEMENT

"Must I really say it all again? This is stunning. It breaks all the rules to splendid effect and basically sets a bit of a standard in platform quality. Top stuff!"

TOTAL! SCORE

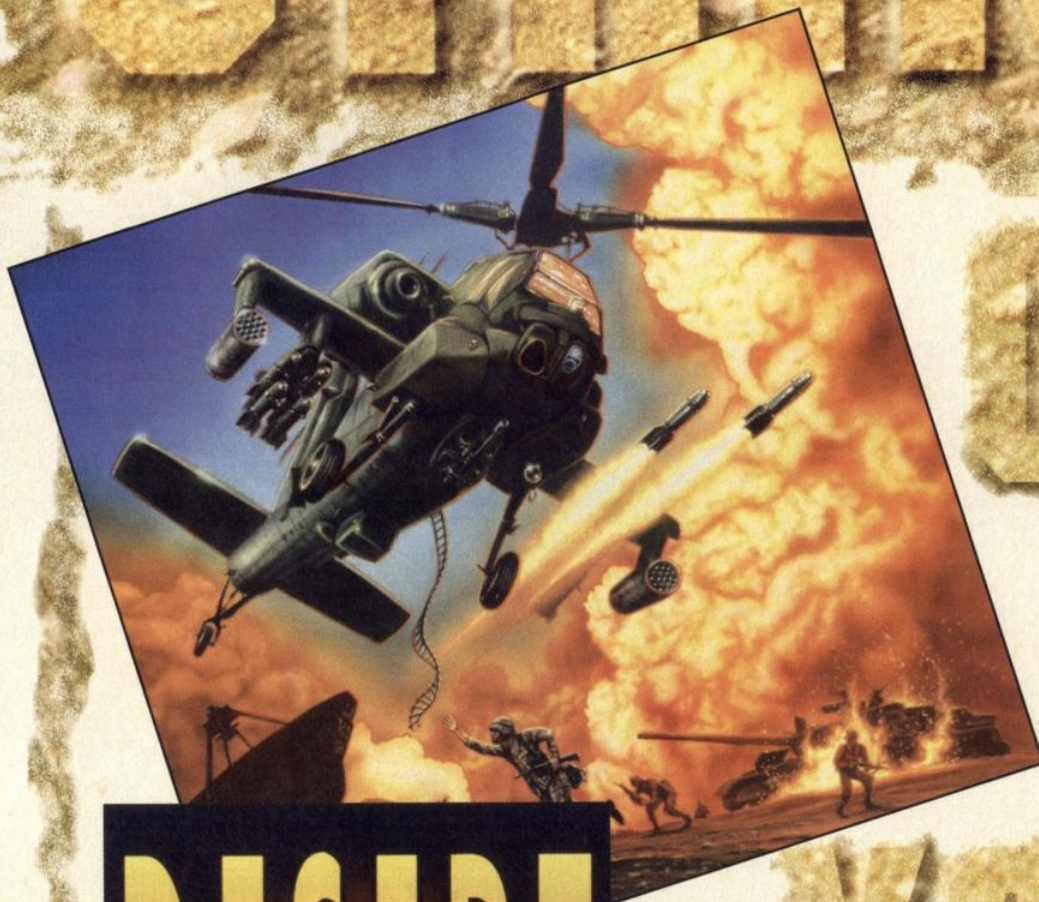
95

STRIKE

OUT

ON

YOUR



DESERT STRIKE

RETURN TO THE GULF

From



OCEAN SOFTWARE LIMITED
2 CASTLE STREET . CASTLEFIELD
MANCHESTER . M3 4LZ
Telephone: 061 832 6633
Fax: 061 834 0650

GAME BOY

The Middle East's craziest tyrant has stretched the patience of the West just too far. The U.S President and his advisors have decided that covert action by a lone Apache helicopter is the only way to foil his lunatic plans and neutralise his offensive capability.

To undertake this mission you'll need lightning reactions and reckless courage to survive the white-hot action, plus the brains to plot a penetrative strike.

Now you can do your bit for the Western World, piloting one of the best GAMEBOY games yet. But don't take our word for it...

Desert Strike is a trademark of Electronic Arts.

SUPER BOMBER MAN 2



Normal Mode. Kill the baddies, collect the gold squares and open the door to progress.



Drop the bomb and jump over the toadstools. This Battle Mode screen takes ages.



PLAYERS: 1-4
FROM:
HUDSONSOFT
PRICE: £49.99
RELEASE: NOV

In this new age of supposed domestic harmony, Josse wonders whether lobbing bombs at each other can put smiles on faces.

The rules of reviewing games dictate that you reserve your conclusion until the end, but bugger the rules. In the opening paragraph I'm telling you that *Super Bomberman 2* is a wonderful game. *Super Bomberman 2* is a wonderful game. There, see? I've done it again. It is wonderful because it's so utterly playable, it's so unfathomably addictive, and because it's just about the only way to throw bombs at your mates all day

without it all ending in tears. Oh, well as it happens it *does* end in tears, but never mind. (Never mind, indeed, because the bombermen's tears look more like snot. Andy)

In case you don't know the format of Bomberman (maybe you've been locked in a cupboard for the last year or so) it's a high-speed bonkers maze where alien characters lob bombs about. You're a bug-eyed, be-helmetted (*Made-up word, surely?* Andy) bomber man, armed to the teeth with deadly devices, and your objective is to reach and destroy the other on-screen bomber men by trapping them with clever placing and detonation of bombs.

The first Super NES Bomberman outing was, and indeed still is, a supreme example of the innovation possible in console games. Its strength was the sheer giggle giggle gumph hnnnnng! 'Eat my bomb!' of the four-player Battle Mode – arguably the pinnacle of multi-player mayhem to date – but the one-

BANGS
Ludicrously addictive. Possibly the best multi-player game ever

Anything you can do...



FLAME

Pick up these power-ups to increase your bomb range.



SKULLS

These have various nasty effects such as turning you invisible and making you go painfully slowly.



BLACK BOMB

Drop more than one bomb at once – very useful!



POWER-UP BOMB

This icon gives you one maximum range bomb.



SKATES

Zoom around like a loony. Can be more trouble than they're worth if you overshoot your escape route.



GLOVE

This enables you to carry and throw your own bombs.



NUMBER

Odd ones these. They might look like a target, or a homing base for each player, but as it turns out, they alter your speed unpredictably.



TELEPORT

Well, what do you think? They're useful both in attack and defence once you've worked out where they send you.



Battle Mode and the slippery-slidey ice world. Go down the holes that act like teleport warps and you could get confused.



Drop a bomb and hide round the corner...



... it's as simple as that. Until it gets more complicated, like with tracks and conveyor belts (above). The teleports are tricky, too.

Vive la difference

So what is the difference between the original Bomberman and this sequel?

Well the major difference is the size, variety, quality and playability of

the Normal Mode game –

all of which are improved – where one or two players battle through scrolling puzzle levels. Only the mode has been worked out properly this time.

The bombs are colour-coded and correspond to the players, so you know who's blown you up. Plus, in Battle Mode, there's the Golden Bomberman feature. The winner of a challenge (one, three or five games) has the reward of a roulette wheel. (There it is, up there.) Spin it and

it'll stop on a random icon giving you a random power-up to start the next game.

There are only ten screens on the Battle Mode now. There are new details to

the screens which don't radically alter the gameplay.

The only significant gameplay modification is the use of the glove icon. Previously you could punch adversaries' bombs

away, but now the power glove allows you to carry and

throw your own bombs. I think this is an improvement, but opinion is divided.



Above: It's the same in any language. And this is English.

Left: The original Super Bomberman proved a revelation in terms of multi-player gameplay, but the Normal Mode desperately needed a tweak. See the review in TOTAL! issue 19.



Below: Even though they've just been lobbing bombs at each other for the last three minutes, honour is even and they all retire together. It's a bit Japanese, you see.



WHIMPERS
It's not beautiful and the sounds are a tad dull, but so what?

player Normal Mode game was, by comparison, dull. Hudson Soft have made amends for that shortfall with the sequel. They've certainly succeeded in

brightening up the excitement factor of the

Normal Mode game, but have only tinkered with the multi-player battle. See the *Vive la difference* box for details of the modifications.

Head into a Normal Mode game and you're embarking on a huge undertaking of multiple-chain-bombing, remote-detonating, adrenalin-pumping, smooth-scrolling 'I can't believe I've just trapped myself in that blind alley and blown myself up!' bomb-'em-up adventure. The variety of scenarios, the power-ups and the sheer size make this mode an addictive, compelling challenge, and the new Bomberman single-player game is worthwhile in its own right.

For my taste, however, (bearing in mind my habit of immediately slapping (at least) another five or ten percent onto review scores for a well-worked multi-player option), I'm duty-bound to recommend the four-player mode. If you've got a multitap and some mates, this is an absolute must. The beauty of *Super Bomberman 2* is that it takes literally one or two seconds to pick up the basic controls and play the game. Start off in a corner, place a bomb, hide behind the wall and you're on your way. Admittedly it takes a couple of goes to get competitive with your mates who've mastered the tricks like kicking bombs, but only a couple. The icons are fairly intuitive – roller skates boost your speed, skulls are clearly something to avoid, etc. The hallmark of a good game (for example *Puyo Puyo*) is that once you've mastered the controls, it gets more complicated, and thus more rewarding. *Super Bomberman 2* Does this by the bucket full, so logic dictates that this is a wonderful game.

JOSSE



SUPER BOMBER MAN 2



"No drastic improvement over the original in multi-player mode"

ANDY SAYS...

Super Bomber Man 2 has no real competition bar the original. Both are okay for one player – but the multi-player modes make them worth buying. The modifications are just glitzy gimmicks that don't improve the gameplay, and there are fewer levels. I prefer the simplicity of the original.



Above: You can go under the white squares, but you can't see under. There could be anything there – like bombs and that.



Above: Battle Mode skills are tested to the limit when the screen is simple.

Below: Normal Mode is testing, too, when you set off five bombs and kill yourself.



Boss Hogg

This boss looks a little like a warthog, which is as flimsy a reason as any to write Boss Hog as a heading. Sorry. Anyway, here's how to defeat him.



Step one: When he punches at you, run to his side and place a bomb. He's big but a bit dim, and he'll trundle towards it.



Step three: Watch his pattern as he crosses the screen, stopping at the centre and each side to throw a punch at you.

TOTAL! TACTIX



Step two: Make sure you've timed it so the bomb explodes just before pig-face hits it, then he'll know about it!



Step four: Repeat five times and he'll smoke and disintegrate before your eyes. Bomber David slays his Goliath.



The four parts of the ship represent the four sections of the Normal Mode game.



GRAPHICS

Everything it needs is there, which, as it happens, isn't too much. It's not pretty looks that you'll want to buy this game for

8

SOUNDS

Neither music nor effects are particularly inspiring, but the excitement of the competition is so intense you won't even notice. Just turn it off

7

GAMEPLAY

Utterly, utterly brilliant. The basic controls are easy to grasp and playing skills are deeper than a deep fat fryer. In hell. Phwoar!

10

LIFESPAN

Blimey! A perfect ten! Now the Normal Mode's beefed up, this is the kind of cart you could very well marry and have kids with

10

TOTAL! JUDGEMENT

"An all-round slight improvement on an already brilliant game. Playable and addictive beyond belief, *Super Bomber Man 2* is, quite simply, it"

TOTAL! SCORE

94

ZAP YOUR MATES WITH A



BRILLIANT BATTLE GAME.



The new Casio C300 My Magic Diary has a brilliant battle game. And because it's got a magic beam, you can play it with your mates even when they're not sitting next to you. Or you can try to beat the built-in computer.



Battle Screen



Battle Result Screen



ESP Power Replenishment Screen

And it's got tons of other fun and useful features. It'll keep a record of all your mates names, addresses, birthdays and telephone numbers. Even their faces.



Fortune Telling



Telephone Directory



Telephone Directory

Using the montage feature you can build a picture of anyone you like (no matter how ugly they are!).

And you can store things secretly with the secret password function. We've also squeezed in a calculator, calendar and clock/alarm. With this many fun features you'll be beaming from ear to ear.

CASIOCLUB

MAGIC
BEAM
DIARY



THE CASIO CLUB RANGE COMPRISES: C-100 ELECTRONIC DIARY, PRICE GUIDE £29.99; C-200 ELECTRONIC DIARY, PRICE GUIDE £64.99; C-300 ELECTRONIC DIARY (SHOWN ABOVE), PRICE GUIDE £79.99; M-100 KEYBOARD, PRICE GUIDE £19.99; M-200 KEYBOARD, PRICE GUIDE £49.99; ML-1 FLASHING LIGHT KEYBOARD, PRICE GUIDE £39.99; ML-2 FLASHING LIGHT KEYBOARD, PRICE GUIDE £59.99; U-200 PERSONAL STEREO, PRICE GUIDE £7.99.

THE CASIO CLUB RANGE IS AVAILABLE FROM: ARGOS, BOOTS, DIXONS, FREEMANS, GUS, INDEX, JOHN LEWIS PARTNERSHIP, TEMPO, TOYS 'R' US, WH SMITH AND ALL GOOD TOY STOCKISTS. PRICE GUIDES CORRECT AT TIME OF GOING TO PRESS. SOME MODELS MAY NOT BE STOCKED AT ALL OUTLETS.

FOR MORE INFORMATION ON THE CASIO CLUB RANGE, PLEASE CALL OUR CONSUMER HELPLINE ON 081 751 0167.

CASIO

THE ADVENTURES OF

BATMAN

AND ROBIN

TOTAL!
SNES REVIEW



PLAYERS: ONE
FROM: KONAMI
PRICE: £59.99
RELEASE: NOV

It was a title-screeny night in **Gotham** and already **Batty** had a decision to make. Straight for the chase, or go to options and put it on **EASY** mode...

Holy SNES games, Robin!
Comic capers ahoy as Andy Dyer marvels in Batman's latest incarnation.

Better pack the **utility belt**. This neat feature means you have to choose just the **right** equipment for each mission...

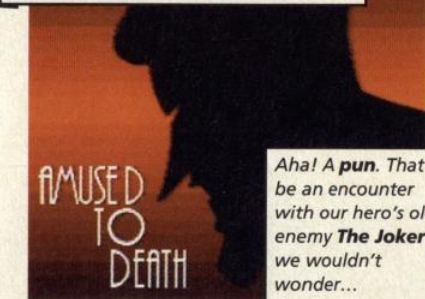


Oh hang on, that's **not** the Joker. More like **The Pooker** with that **big** stick thing. Ooh-er!



AMUSED
TO
DEATH

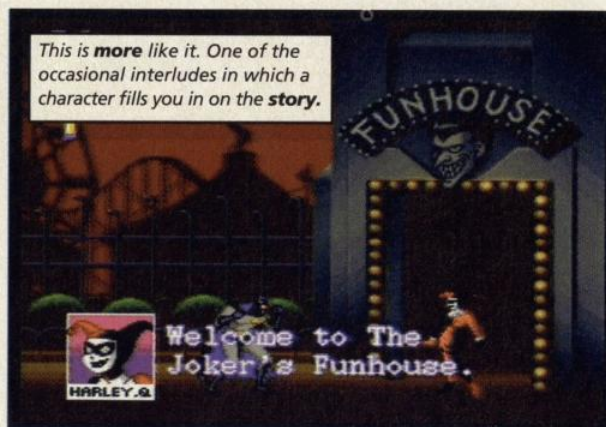
Aha! A **pun**. That'll be an encounter with our hero's old enemy **The Joker** we wouldn't wonder...



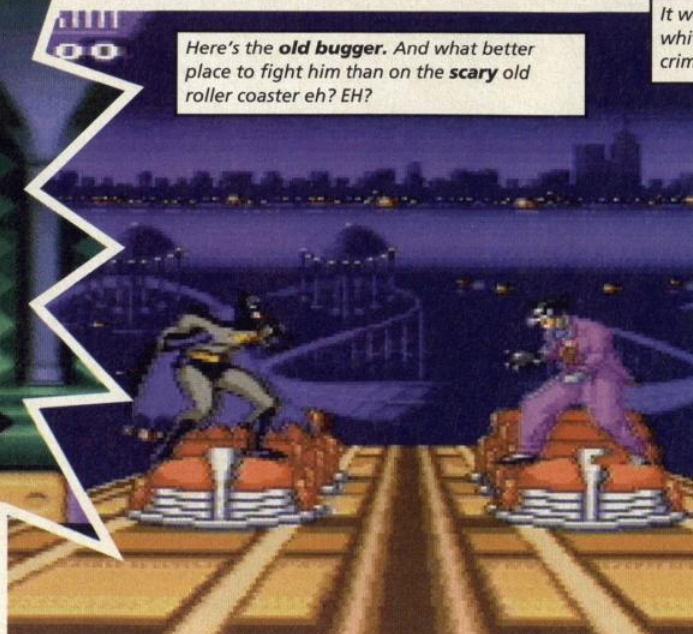
Damn, just some **goon**. Still, everything is nicely animated, and the backdrops are gorgeous, aren't they viewers?



This is **more** like it. One of the occasional interludes in which a character fills you in on the **story**.



Here's the **old bugger**. And what better place to fight him than on the **scary** old roller coaster eh? EH?



It was **inevitable** really. Skinny little white-faced runt meets musclebound crime fighter... **and loses!**





Dunno what Robin's got but I hope it isn't **catching**. Anyway, enjoy this shot because it's the only one we're going to show you with the Boy Wonder in it.



Got it, Batman. Be careful.

Oh dear! Batters gets **clouted** by something foul that, so far, we haven't been able to quite figure out the identity of.

Aha! A quick flash of his Bat Light and voila! There's an explosive **device** on the floor.



Sorry about this viewers, but time is **short**. Onto The **Catwoman** (I'd like to get myself onto the Catwoman! Josse) Yes, very good, Josse.

There she goes. Suppose our hero had better catch up and **punch** her a bit. It's such a shame, what with those cute **buns** and all...

What do you think the chances are of getting away with a "Look, Batman's falling for Catwoman" joke here?

DOUBLE IN TRANSIT

Old **Two-Face** is taking pot shots at our hero. No doubt he'll jump in a car and a high-speed **chase** will ensue...

I think we can assume from this shot of the **arse-end** of the Batmobile that there's a driving section arriving soon.

Just as we thought. Here's the rather **difficult** against-the-clock driving bit - and it's got those funky **Mode 7** graphics.

PERCHANCE TO SCREAM

As our story nears its end Batty encounters The **Scarecrow**, who frankly isn't that scary at all...

There he is. **Dreadful** little man. Not content with starring alongside Judy Garland, he turns to crime.

You're too late, Batman. Now they see



That **dastardly** scarecrow has **gassed** the place. Good job I packed a **gas mask** in my utility belt or I'd be flat out.

GRAPHICS

Thirties-mungous. Very atmospheric, very beautiful, and very, er, just like the cartoon

9

SOUNDS

Fine and dandy. Splendid Batman theme and an adequate amount of natty sound effects

9

GAMEPLAY

Good stuff. A bit on the tough side due to some crap restart points but all in all, it's a corker!

8

LIFESPAN

Very long indeed - loads of levels and they're all really tough. A lot of game for a lot of money

9

TOTAL! JUDGEMENT

"This is a fine example of what you can do with a licence if you really want to. Bar a couple of difficulty gripes, this is excellent stuff, but **sixty** quid? BLIMEY!"

TOTAL! SCORE

89

GAME OVER

Yes, I'm not sure it's **fear** you can smell old boy but, well, I guess it's more **poetic** than saying I've sh... (Snip!)

You have the smell of fear about you!

T!

VORTEX

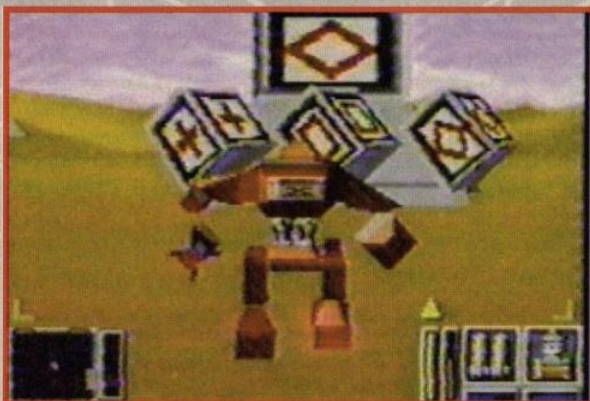
TOTAL! SNES REVIEW



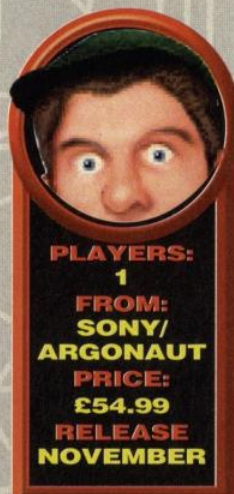
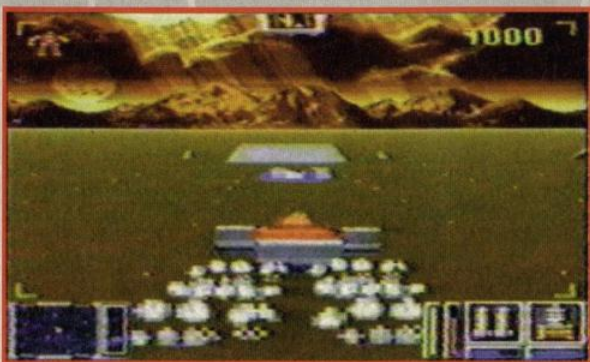
Above: Prepare to meet thy maker! The walker encounters one of the bosses from a later level.



Above: With no course restrictions you're free to roam space all you like. What grand fun!



Below: Mode 7 racing action from the land burner. It's not exactly *Stunt Race FX* is it? No is the answer.



PLAYERS:
1
FROM:
SONY/
ARGONAUT
PRICE:
£54.99
RELEASE
NOVEMBER

Atko wipes out all known germs as Vortex the all-purpose toilet cleaner makes its console debut.

You are the last hope for the AI Core (*Isn't he the American Vice President? Andy*). They

are being attacked by the Aki-do (*Push pineapple, shake the tree*) hordes. By the time you receive this message they'll have dispersed into five segments and be travelling back through the vortex on a mission to crush the black troop and save future civilisation.

Graphically the Super FX chip does the business yet again on *Vortex* – we're big fans of the FX chip. The animation is superb and there's a good variety of settings to explore at your leisure.

Vortex is not as restricted as *Starwing*. You're free

"A 16meg game in a 4meg cart. Not bad!"

JOSSE SAYS...

Sony, and their programming buddies have squeezed what looks and plays like a 16meg game into a 4meg cart, complete with FX chip. With that limited info space they've made a stormer, and managed to keep the price reasonable.





What ever happened to Metal Mickey, the comedy robot from out of the 80s?

to explore the whole environment willy nilly. What you could soon find, though, is, straying from the action couldn't be more dull. Everyone knocked *Starwing* for not being random enough, but what's the fun in flying around an empty black screen?

It has to be said that I'm not a big fan of these poly-put-the-kettle-gon games – I don't have the patience but after putting in the hours on *Vortex* I'm a born-again fanatic.

The main flaw with *Vortex* lies in the gameplay – it's just too bleedin' complicated and it got right on my nerves. This problem has been addressed somewhat with the addition of a tutoring screen, but it all takes so long to grasp that you could be forgiven for completely losing interest before the challenge has even begun. That said, when you finally get the control, system in your head, you're in for a roller coaster ride!

This is not your instant pick-up-n-play blaster, but you've got enough of those already. If you're the patient type who enjoys saving the universe, then buy

Vortex immediately. **ATKO**

POORS
Massive, ambitious, and a veritable feast for the eyes

VOORS
Learning the control system is a little like revising for exams

T!

Heavy Metal...

HARD SHELL

Not many weapons, but a defence system that takes a lot of beating. A large fuel supply.



SONIC JET

Very manoeuvrable, and able to accelerate a bit too fast for its own good. Top speed of 160KPH.



LAND BURNER

Good on all terrain. Able to leap vast obstacles and still isn't too thirsty for fuel.



WALKER

The walker can reach a top speed of 60KPH. It comes equipped with a cannon and tasty missiles.



GRAPHICS

Vortex benefits from some special 3D polygons and morphing galore, but somehow it's not as convincing or atmospheric as *Starwing*

7

SOUNDS

The very summer 1993 rave soundtrack is entirely inappropriate but at least you can dance to it. If you like that sort of thing. Which I don't

8

GAMEPLAY

Every button is used for all amnner of things. We reckon it might be a good idea to keep some paracetamol within arm's reach

7

LIFESPAN

You'll have finished most games before you even start to get good at *Vortex*. Complicated, but ultimately good value for money

9

TOTAL! JUDGEMENT

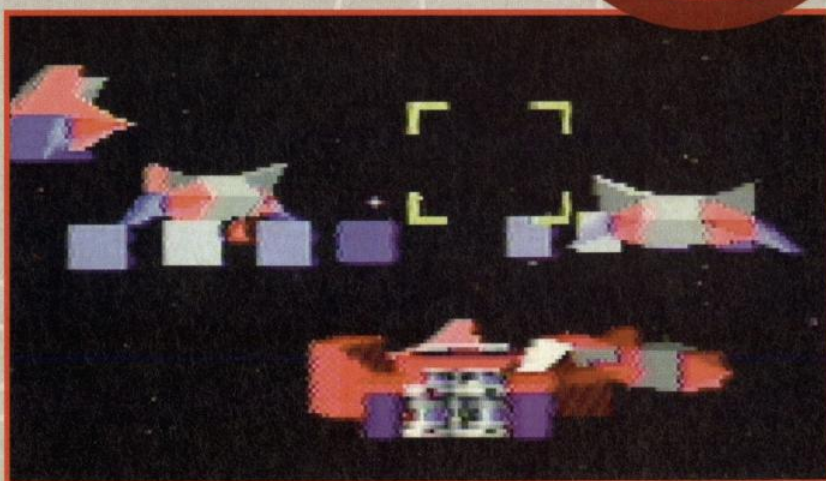
"It takes a while to get into but your patience will be rewarded with a frenzied blaster. If you're investing this much dosh, you'll want to invest the time, too"

TOTAL! SCORE

85

Right: The square in the centre of the screen is your guided missile radar. Press the B button to lock-on to the enemy.

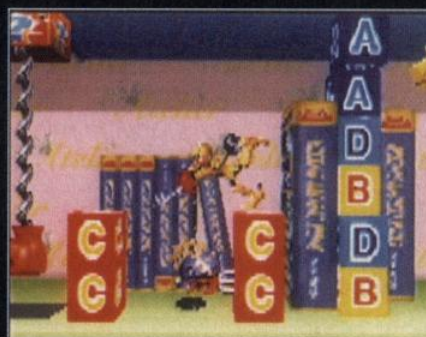
Left: The walker is about to enter a giant ring-doughnut.



The **best** beat 'em up ever
is heading for the

Sega Saturn

(And probably the **best** shoot 'em up and platform game as well...)



See the **first** Saturn
games in **Edge**



Issue **fourteen** onsale 29 September
at selected newsagents now

LMP GAMESTER

VIDEO GAME ACCESSORIES

POWERPACK

RECHARGEABLE BATTERY PACK
COMPLETE WITH MAINS ADAPTOR FOR GAMEBOY

FOR GAMEBOY™



- ACCUMULATEUR RECHARGEABLE
- COMPLET AVEC ADAPTEUR SECTEUR POUR GAMEBOY
- WIEDERAUFLADBARER BATTERIESATZ
- KOMPLETT MIT NETZADAPTER FÜR GAMEBOY

LMP
GAMESTER
VIDEO GAME ACCESSORIES

GAME BOY LIGHT MAGNIFIER



- ALLOWS YOU TO PLAY YOUR GAMEBOY™ IN THE DARK.
- MAGNIFIES SCREEN, MAKES PLAY ACTION BIGGER, BRIGHTER AND BETTER.
- NOUS PERMET DE JOUER AVEC VOTRE GAMEBOY™ DANS L'OBSCURITE.
- AGRANDIT L'ECRAN, ET REND LE JEU PLUS GRAND, PLUS LUMINEUX ET ENCORE PLUS PASSIONNANT.
- ERMOEGLICHT ES IHNEN MIT IHREM GAMEBOY™ IM-DUNKELN ZU SPIELEN.
- VERGROEßERT DEN BILDSCHIRM UND VERGROEßERT, ERHELLE UND VERBESSERT DIE SPIELAKTION.

LMP
GAMESTER
VIDEO GAME ACCESSORIES

Original Nintendo Seal of Quality

CE



SUPER NES CARRY CASE:
(Console and Games not included)



SUPER ACTION CASE:
CARRY CASE COMPLETE WITH LIGHT MAGNIFIER, POWERPACK AND MAINS ADAPTOR,
(Gameboy and Games not included)

LMP
GAMESTER
VIDEO GAME ACCESSORIES

**THE RANGE OF VIDEO GAME ACCESSORIES.
NOW AT A GAMES STOCKIST NEAR YOU!**

STONEMASON'S HOUSE, 75 RAILWAY STREET,
HERTFORD, HERTS. SG14 1RD
TELEPHONE: 0992 503133 FAX: 0992 503061

ACTION REPLAY MK 2

THE ULTIMATE GAME BUSTING CARTRIDGE

Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo-play on any level. Become invincible with the Action Replay MK 2 Cartridge.

FOR THE **SUPER NES™**
£49.99 INC. P&P
WITH FREE TERMINAL!



NEW

MEGA CHEAT INPUT SCREEN

Now you can input up to 100 different cheats on any game at one time. This new feature allows you to customise your games with as many cheats as you like - all at once. Imagine - infinite lives, unlimited energy, special moves, super high jumps, double speed, unlimited weapons, infinite retries, custom colours, special magic etc. etc. - all at once? Well now you can with the new Mega Cheat System.

NEW

BUILT-IN CHEATS

Action Replay now has a huge list of cheats already built-in. No need to even type in the codes! Thousands of built-in codes for all the latest games.

NEW

'DEAD CODE' GENERATOR

'Dead Codes' are super cheats which effectively enable you to re-write whole sections of the game giving total control. No other product features 'DEAD CODES'.

NEW

ADVANCED CHEATFINDER

Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month or from the thousands of built-in codes - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. Now the game trainer is even better with improved game cracking routines plus new menu systems which make cracking open your games now even easier.

NEW

NEW SLO MO FEATURE

With this unique feature you have total control of the speed of the whole game. You choose from about 10% to full speed very effective with most games!

NEW

UNIVERSAL CHEAT SYSTEM

Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

NEW

UNIVERSAL ADAPTOR FEATURE

This unique adaptor feature which allows you to play even import titles has also been improved. Now you can even play so called 'NTSC only' games from the US and Japan.

NO NEED TO WAIT

So remember because Action Replay has both a Universal Adaptor and a Universal Cheat System you can buy the latest releases even as import and crack them wide open NOW!!



JOIN THE
INTERACTIVE
CHEAT
REVOLUTION!

FREE
ACTION LINE MEMBERSHIP
& KEY PAD ACCESS TERMINAL!



Each Action Replay is supplied with a code book crammed with thousands of cheats for practically all imaginable games. In addition Action Replayers can phone any of our regular cheat line numbers found on the back of the manual for even more codes. Then of course there are the hundreds of codes published each month in all the major magazines. But for the absolute cheat freak this is still not enough...so we have introduced the most exciting way yet to get hold of the very latest cheats - The Gamebuster Action line.

Buy an ACTION REPLAY directly from DATEL and receive FREE subscription to the NEW ACTION LINE INTERACTIVE CHEAT DATABASE. For a limited period you will also receive a FREE KEY PAD ACCESS TERMINAL (normally £9.99).

Gamebuster Action line is a totally new interactive on-line database offering only the very latest cheats for the newest major releases. These are codes that haven't yet been published in our cheat books or magazines and our regular cheat line numbers.

Action line is a totally automatic system made up of a network of powerful PC's linked to special Gamebuster telephone numbers.

Connection to the system is made with the GAMEBUSTER KEY PAD and once on-line you can explore the entire network via key pad controls. Pick up the very latest cheats, enter competitions, record your own cheats and request updated code books. Leave voice mail messages and even orders goods.

ACTION REPLAY HELP LINE
INFORMATION AND NEW CODES
0782 745990
line open 9.00am-5.30pm Mon-Fri.
9.30am-1.30pm Sat.

**ACTION
LINE**



**TOTAL CARTRIDGE
COMPATABILITY IS HERE.**

You can play the latest import titles now with the new programmable Universal Adaptor. Any import game - any Super NES™ - almost any combination allowed. If you wish to play U.S. and Japanese cartridges on your U.K. Super NES™ or play U.K. games on your import Super NES™ then this is the total solution. Fully intelligent design automatically matches your console to any cartridge type. Unique programmable design allows you to enter special "Access Codes" for future import games as they are released - probably the only adaptor you'll ever need. Works with even so called "PAL only" and "NTSC only" games. The new programmable Universal Adaptor will play the games when all other Adaptors fail!!

* IMPORTANT
ACTION REPLAY IS NOT DESIGNED,
MANUFACTURED, DISTRIBUTED OR
ENDORSED BY
NINTENDO OF AMERICA INC.

£24.99



**YOU CAN NOW PLAY
US & JAPANESE
GAMES ON YOUR
SUPER NES™**

The Universal Adaptor feature of Action Replay 2 is available separately! With the NEW Universal Adaptor you can now choose from the huge range of US & Japanese software and play it on your UK SUPER NES Console...even so called "NTSC only" games from the US!!!

£14.99

HOW TO ORDER

**24 HOUR MAIL
ORDER HOTLINE**
0782 744707

Send Cheques, Postal Orders or credit card details to:

DATEL ELECTRONICS LTD.
GOVAN ROAD,
FENTON INDUSTRIAL ESTATE,
FENTON, STROKE-ON-TRENT,
ST4 2RS, ENGLAND.

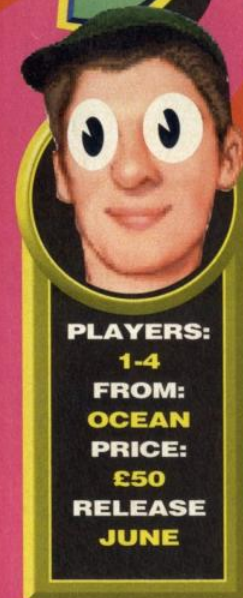
DATEL ELECTRONICS

CALLERS WELCOME

NINTENDO & SUPER NES™ ARE TRADEMARKS OF NINTENDO INC.

THE REN & STIMPY SHOW

TOTAL!
SNES REVIEW



PLAYERS:
1-4
FROM:
OCEAN
PRICE:
£50
RELEASE
JUNE

Atko's stupid Devonshire accent is no match for the incomprehensible wibblings of Ren & Steeemphy. What's going on? Are they all stuck in some kind of time warp?

Ren and Stimpy are on a mission to collect 47 million Gritty Kitty wrappers in order to purchase a time machine. This will take them back to a haunted house last Monday, a zoo they visited last week and way back to the untamed world.

You play either Ren or Stimpy in this platformer, alone or together

STIMPYS
Nice graphics and the two player game is a bit of a laugh



"Well below average"

JOSSE SAYS...

This is nowhere near as good as most cartoon licences. *Smurfs* and *Jungle Book* are more of a challenge, better designed and presented and a lot better fun. If it's multi-player action you want, check out Josse's *Super Bomber Man 2* review.

with a friend. Set out over ten levels, the game's objective is to buy the time machine and defeat all the baddies – including a big bulldog, some pesky dragonflies, evaporating ghosts, and blind albino cave Hoëks – in those faraway destinations.

The graphics are bright, colourful and totally in keeping with the cult cartoon on which they're based. There's a fair amount of humour throughout and on one-player mode this poses quite a challenge.

What lets this down is the limited gameplay and lack of imagination. Each character only has one move and the controls are both unresponsive and sluggish.

It must be said that *Time Warp* is a slightly better game than the original *Ren & Stimpy* but nowhere near as good as most cartoon licences (check out Josse's boxout for the lowdown on what platformers you should be buying this month). In fact *Time Warp* reminds me of the atrocious *Simpsons* games that have flooded the SNES market over the last couple of years. It sounds like it'll be a complete hoot but it's actually a disappointingly unoriginal and dull pain in the bottom. Whether or not you're a *Ren & Stimpy* fan, this game is simply not worthwhile.

ATKO

T!

After defeating the first level boss, Ren and Stimpy have a bit of a bum-bashing session. Who could blame them, eh?



The colourful time machine takes you to all manner of odd places.



Isn't that sprite attacking Stimpy out of Baba Papa, the kids TV show out of the early 80s?

STINKYS
Terrible game-makes this a genuine chore in one-player mode

GRAPHICS

The impressive cartoony graphics are in keeping with the TV show. So what?

7

SOUNDS

The limited samples and the soundtrack will both get right on your wick

6

GAMEPLAY

Walk, jump and bash with the added bonus of unresponsive, clumsy controls

4

LIFESPAN

With two players you'll nail it pretty quick. On one-player you just won't be interested

5

TOTAL! JUDGEMENT

"If you're a big fan of the cartoon, *Time Warp* may just about keep you mildly amused. If not, avoid this tedious cart"

TOTAL!
SCORE

59

TINY TOONS ADVENTURES

WILD 'N' WACKY SPORTS

TOTAL!
SNES REVIEW



Slap in the multitap and you can play against three of your friends. Wow!



PLAYERS: 1-4
FROM: KONAMI
PRICE: £49.99
RELEASE: NOV

Adventurous Linda gets all wild 'n' wacky over this tiny sporty game.

Konami have had considerable success with their Tiny Toons licence, and so it comes as no surprise that they're pretty keen to squeeze every drop of life out of the cuddly Toonsters.

However, after the disturbingly lovely SNES game, *Buster Busts Loose*, Konami would, on the face of it, seem to have run out of ideas. The notion of multi-event games is older than dinosaur

DNA, and good ones are just as rare. There are heaps (well, more than ten) different events ranging from the gloriously playable Chicken Dash (get catapulted towards the cliff and then try to stop near the edge without plummeting) to the tedious Obstacle Course (run, jump, avoid obstacles). And it takes ages between goes, thanks to some tedious scoring malarkey.

WHINIES
Not exactly mould breaking. Tedious waiting between goes

Wild 'n' Wacky Sports isn't a crock – as with all Konami games it looks gorgeous and has been coded to perfection. But the only time this game comes into its own is when its played with a bunch of like-minded chums. On your own you have the difficulty levels to beat, but I'm pretty sure the novel Tooniness of it all will soon wear off. Unless you're one of a four-man gang of Tiny Toon-loving armchair sports enthusiasts, of course.

LINDA **T!**

TINIES
Good graphics, cartoon colours, plus the top multi-player option

GRAPHICS

Spiffy beyond belief – and there's a smart Mode 7 aerial section to boot

9

SOUNDS

Mindlessly jolly tunes with funny (Barp! Honk!) sound effects. Simply adequate

6

GAMEPLAY

Entertaining enough, but the old fire button bash ain't exactly original...

5

LIFESPAN

Depends: on your own, not long. With friends though, it'll last a bit longer

5

TOTAL! JUDGEMENT

"Up to Konami's usual high standard, but not as playable or as lastable as previous Tiny Toons games"

63

ANDY SAYS

There aren't too many multiple-event SNES sports games... There's *Winter Olympics* which had equally thin gameplay and *California Games* which was v poor, so if you're after a silly track and field-type game, get *Wild 'n' Wacky Sports*.



"Four-player fun, but with limited appeal"



Above: Buster captivates his mates with a clever finger trick. Oh dear!

Right: The reason for all this hilarity.



GET TO GRIPS WITH

POWER DRIVE

"A refreshing new approach to the genre... a great real driving game... we like it!"

NMS

"It's fast, furious and most of all, fun!"

SEGA PRO

"U.S. Gold looks to get into top gear with Power Drive"

MEAN MACHINE

"A unique blend of speed and strategy make this a rally game to beat all others. Definitely no stick-in-the-mud!"

PC ZONE



IBM PC

CD-ROM

AMIGA

S.NES

MEGA DRIVE

GAME GEAR

YOU'LL KNOW WHEN IT'S TIME...

'SEGA', 'MEGA DRIVE', 'GAME GEAR' are trademarks of Sega Enterprises Ltd. ©1994 Sega Enterprises Ltd. Nintendo®, Super Nintendo Entertainment System™ and the Nintendo Product Seals and other marks designated as 'TM' are trademarks of Nintendo. ©1994 Rage Software Ltd. ©1994 U.S. Gold Ltd. All rights reserved. Published by U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 0121 625 3366. U.S. Gold is a registered trademark of U.S. Gold Ltd.



MAXIMUM CARNAGE

Andy decides to clean up the town, but instead covers the place with his sticky web fluid. Excitable little chap, eh?

Why is there a Spiderman game called *Maximum Carnage* then, eh? Well, comic fans will already know why, but for everyone else, the reason lies a while back in an epic series of comics.

Here's how it went: Spidey has a right old to-do with a geezer called Carnage, a doppelganger of himself called, er, Doppelganger and another multi-limbed Spidey-alike called Venom. Oh, and there was some bird called Shriek. It was all a bit of a mess really, but justice prevailed and action-packed fun burst from the pages. Hence, this classic series became a Super NES game.

All of these imaginative characters make an appearance in the game, but sadly, while the comic

books were of a particularly high quality, the game is not. The graphics, while colourful and, in places, well-animated are not entirely convincing. In fact they have a more cartoony look than the comic series which was really quite hard-edged.

Gameplay-wise very little effort has been made. It's a competent game but the scrolling beat-'em-up formula has been done before, and done to much better effect in games like *Final Fight*.

The majority of the levels follow this formula of punching about three enemies a few times until they fall over, flash a bit and then disappear. Frankly it all gets a bit tedious. There are a few token wall-crawling levels thrown in, but they do little to lift the quality.

I don't know how the mind of the average Spidey fan works, but while they may get an initial thrill out of playing the game of the comic, I'm sure the limitations of the gameplay will become apparent very quickly. *Maximum Carnage* is a mediocre scrolling beat-'em-up, but we've sort of come to expect more from our licences these days.

ANDY

PLEBS
Tried, tested and tired formula. All rather dull and unadventurous

TOTAL!
SNES REVIEW



Like Spidey, the statue of liberty is an all-American icon. Only even bigger.

Left: Don't try this at home, kids. Venom is a fictional character. And he's a baddie!



GRAPHICS

Lots of strong, recognisable characters, but they somehow don't live up to the comic books' quality

6

SOUNDS

Alright. Not bad in fact. But let's face it, it's hard to produce crap sounds on the Super NES, isn't it?

7

GAMEPLAY

Solid, testing beat-'em-up gameplay, but where's the imagination? Every section feels decidedly average

6

LIFESPAN

It's fairly tough for this type of game so at least anyone who buys it will get a good run for their money

8

TOTAL! JUDGEMENT

"An absolute scrolling beat-'em-up freak will get a few kicks, but it's not really breaking any new ground"

TOTAL!
SCORE

63

TOTAL! TACTIX

The climbing section is particularly tough. Make sure you always get up under a platform before you swing across to the other building. However, if a lightening bolt is approaching before you've got high enough, don't make a desperate lunge. Take your time and shuffle to the side to avoid it.



WEBS
Spidey's a top character, the gameplay's tough and sounds are acceptable



"Does whatever a spider can!" Except crawl out of plugholes in the bathroom.



You can't choose **your** parents. Thankfully
you can choose **your own** bank account.



You must be 13-20 years old. Overdrafts not allowed. National Westminster Bank Plc. Registered office: 41 Lothbury, London EC2P 2BP.

Choose a NatWest Card Plus account and you'll get one that gives you your own Cashcard, more branches and cash machines than any other bank or building society, free advice and interest on your credit balance. And it won't embarrass you in front of your friends either.

 **National Westminster Bank**
We're here to make life easier



VIDEO GAMES MASTER

Earthworm Jim, Road Rash (3DO), Urban Strike, Sonic and Knuckles, Theme Park, Top Gear 2, Dynamite Headdy, Probotector 2, Jelly Boy, Breath of Fire, Taz Mania 2, Ruff 'n' Tumble plus the making of Corpse Killer in the jungles of Puerto.

**THE ULTIMATE
ALL FORMAT
VIDEOGAMES
MAGAZINE**

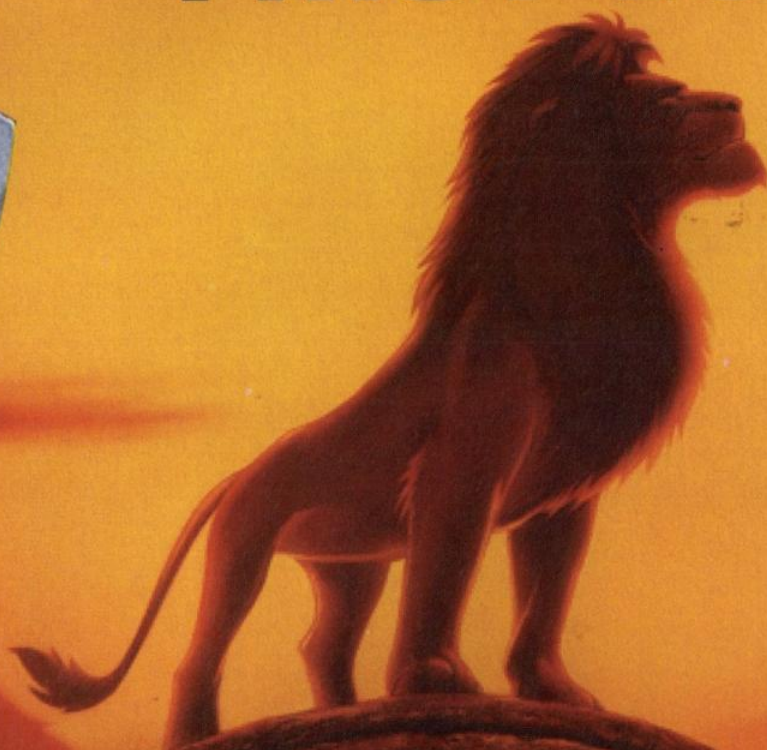


**RAI GAMES
MASTER**

FREE

**COLLECTABLE
LION KING
BADGE AND
MASSIVE-
DOUBLE-SIDED
POSTER**

**LION KING
EXCLUSIVE
FIRST LOOK**



WALT DISNEY

**ON SALE 22ND SEPTEMBER
STILL ONLY £2.25**

KICK OFF 3

EUROPEAN

Challenge



**YOU KNOW
IT'S...**

Get ready to rumble!

Kick Off 3 - European Challenge doesn't give a F*F* for any other soccer game. You know it kicks ass!

There's more to Kick Off 3 - European Challenge than just hitting buttons and waiting for things to happen.

You control the machine - it doesn't control you.

Can you handle it?

Come and have a go if you think you're hard enough!



MEGA DRIVE

SUPER NINTENDO
ENTERTAINMENT SYSTEM

KICKIN'



VIC TOKAI

ANCO

Published by Vic Tokai Europe Ltd, Tokai House, 9 Duncan Close, Moulton Park, Northampton NN3 6WL Tel: 0604 671415 Fax: 0604 670864

Screen Shots are illustrative of gameplay and may vary from format to format

'MEGA DRIVE' is a trademark of Sega Enterprises Ltd

'SUPER NINTENDO ENTERTAINMENT SYSTEM' is a trademark of Nintendo



TONNES OF SILVER-WARE UP FOR GRABS
15 LEAGUE AND CUP COMPETITIONS
EURO CUP AND THE WORLD CUP
ON SALE NOVEMBER 1994
SNES RRP £49.95
MEGA DRIVE RRP £44.95

VIRTUAL BART



PLAYERS: 1
FROM:
ACCLAIM
PRICE:
£SHOP
AROUND
RELEASE
OUT NOW

Andy has the same yellow complexion as young Bart, but it's probably just his jaundice.

Were there an ideal world, platformers like this would not exist. Were there an ideal world, the TOTAL! team would be drinking long cool lagers by the pool and Take That would have their lungs removed with chainsaws. There is no such thing as an ideal world. Take That live and breath, TOTAL! sip murky coffee from mugs that taste of washing-up liquid (*Too right! Andy*) (*You're talking to yourself again, luv. Josse*) and *Virtual Bart* must be played, reviewed and quickly cast aside in favour of a session of something nearer the mark. *Earthworm Jim*, for instance.

Bart is attending his school fayre when he notices a stand advertising a Virtual Reality machine requiring volunteers. He tries it out and is sucked away to a cyberspace world, from which he must try to escape.

Virtual Bart is split into six sub-games which can be practised individually at any point. Each of these games are packed to the gills with such utter pointless and unintelligible tripe that I can't imagine them holding anybody's attention for longer than it takes to boil an egg.

The thing about excellent platform games is that one purpose they serve is to show up derivative games like *Virtual Bart* for the utter tedious plapp they are. And my goodness, this is plapp.

When the likes of Virgin and Nintendo can get it right, why can't a large company like Acclaim? I mean, really, if Acclaim are such a good company – they've proved that by producing such notable titles as *NBA Jam* and *Mortal Kombat II*, why have they let themselves down?

Patiently we await a good Simpsons game, but not surprisingly, this isn't it. There is nothing I can really recommend about this game. Hold on, let me think, there must be something good about it... No, nothing. Everything about this game stinks. Except the samples, but there's no way on earth I'd tell anyone to buy a game for 'Eat my shorts!'

ANDY

T!

TOTAL!
SNES REVIEW

FARTS
Stinky gameplay, confusing graphics and some no real variety.



Aaah, it reminds me of the brilliant *Krusty's Fun House*.



In the jungle, the mighty jungle the Bartman swings tonight.

At great speed, Bart prepares to enter a whole new kind of log flume. That's not my idea of fun.



GRAPHICS

Okay, so there's not a great deal of scope, but it's true to the cartoon. However, not enough effort's been made

6

SOUNDS

The excellent samples will put smiles on Simpsons fans' faces, but some of the tunes will make your ears bleed

7

GAMEPLAY

The games are varied, but when they're all tedious it hardly counts, does it?

5

LIFESPAN

I can't imagine anyone with an average-or-above IQ playing this for more than a couple of hours

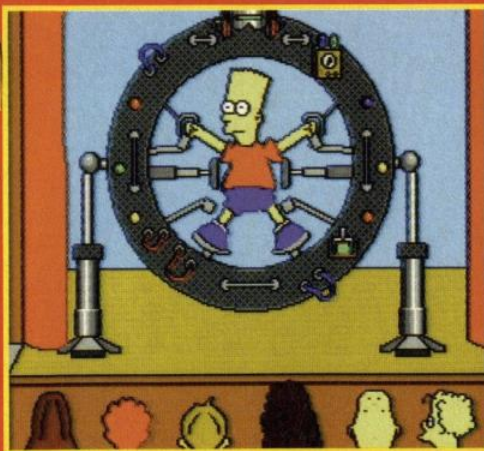
3

TOTAL! JUDGEMENT

"Another Simpsons game, another load of dross. *Virtual Bart's* graphics are plain and the gameplay is laughable"

TOTAL!
SCORE

39



If it's a Virtual Reality machine why doesn't Bart just put one of those headsets on?

BART'S
If you like the Simpsons you'll love the samples, but then you could just watch the show

"Well at least the cartoons are good"

JOSSE SAYS...

As it happens I quite like the Simpsons. The cartoon's humour never fails to raise a titter, and the game captures that too, but only to a tiny extent. Yes, the game is poor, but if you're rich and bored, get it for a laugh. If, however, you're not, DON'T.





Sparkster encounters John Cleese doing a funny walk in his green robot suite.

TOTAL! SNES REVIEW



Look at me, I'm bouncing on a big base drum, I don't care, listen to this, wahey!



Sparkster taunts the orange droid just as he's winning the stand on one leg compo.

SPARKSTER

Atko sparks up his rocket, boosts his power gauge and thrusts skywards with Sparkster.



PLAYERS:
1 TO 4
FROM:
OCEAN
PRICE:
£50
RELEASE
JUNE

Following the success of the Mega Drive's version of *Rocket Knight Adventures* last year, Konami have picked up where it left off. They've got their programmers and coders on the case and produced a superior sequel for the Super NES.

Sparkster is on a mission to rescue Princess Flora from the Wolf army who want to destroy her peace-keeping pendant. Yep, the old rescue-Princess-'em-up plot is back, an oldie but a goodie!

Equipped with your trusty super-chargeable rocket pack and an endless supply of ammo you must battle through ten levels of ass-kicking action to save Flora and ultimately the world.

PARPS
The old password
conundrum.
Too easy with,
impossible
without



The bloated pig with big lips rattles off yet another verse of *Chopsticks*.

Sparkster is a platform shoot-'em-up that plays like a dream. The graphics are top-notch, especially the morphing baddies. As far as gameplay goes, the controls are intuitive, easy to grasp and demand a healthy, but not too testy repertoire of joystick skills. If you're looking for enjoyable platform frolics, this could well be the game for you, but be warned – experienced gamers will find completing it a bit easy. What we have here is a great looking platformer with plenty of variety, speedy, classy visuals and well-worked gameplay. Dare I say *Sparkster* is a *Sonic* for the SNES? Too late, I've said it. Sue me!

ATKO

T!

SPARKS
He's speedy,
he's dreamy,
he likes to
watch *The Sweeney*



"Beam me up Scotty" "He's dead Jim" and other *Star Trek* speak.

GRAPHICS

Fine graphics with impressive parallax scrolling and top-notch sprite animation

9

SOUNDS

The usual foot-tapping soundtrack plus a decent variety of sound effects

8

GAMEPLAY

Nothing to worry about here – easy to play, responsive with a good learning curve

8

LIFESPAN

If it wasn't for those meddling passwords! Too easy for my money

6

TOTAL! JUDGEMENT

"Konami come up trumps again with this high-octane, blast-tastic, fun platformer that's only flawed by those pesky passwords"

**TOTAL!
SCORE**

84

TOTAL! TACTIX

On the first three levels you'll come across baddies with spiked shields. When one appears, run, jump over him, then turn around to face him quickly. You can now blast the pants off him before he turns round for another charge.



NBA JAM

TOTAL!
GAME BOY REVIEW



Look, you can be the real players and everything!



PLAYERS:
ONE
FROM:
ACCLAIM
PRICE:
£TBA
RELEASE
NOV

"It's the best thing ever! It's here!" said Atko. "It looks like a Game Boy cart to me" said Josse. Undaunted, Josse 'jams it in' and gives it a good seeing-to. Not bad!

The Super NES version of *NBA Jam* earned rapturous applause on its release last year - TOTAL! gave it 86% in issue 27 (in retrospect we could have been more generous). Acclaim have taken their time over the Game Boy conversion. I'm off to play the Game Boy version of *NBA Jam* to see if it was worth it.

Right, I've just been playing it for a day and a half, and yes, it was worth it. Due to losing half the SNES bits (*Oo-err! Andy*) the Game Boy cart is missing those fantastic ("He's on fire!" "Boomshakalaka!" etc) sound samples, but the three-baskets-and-you're-unstoppable *Fire* feature is there, and so are the ridiculous but strangely satisfying dunks.

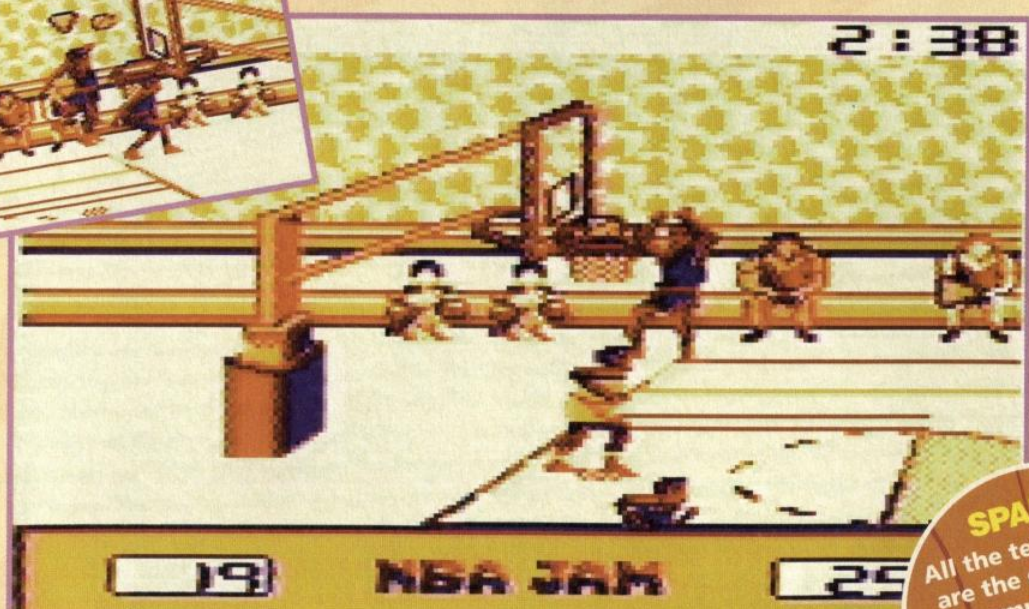
Hoorah! The frenetic pace of the action and the number of funky basketball moves makes the excitement of playing the 8bit version almost as intense as the 16bit brother. Almost as intense.

THERE'S NO TWO-PLAYER OPTION which is a real BUGGER. The two player option was the most exciting thing about the SNES and Mega Drive versions - it's one of those games where, for that indefinable reason, the two-player mode works a treat - and it's disappointing to say the least that it's missing. This is the singular reason that I'm not going to give *NBA Jam* 400%. (Err, we won't be having that sort of score in my mag! Andy)

Still, there are all the real teams - the same ones as the SNES version, for some reason my favourite is the Utah Jams - and you select representatives with all

JAMS
Top playability all the way. Jams are exciting, even the defence is good fun!

SPAMS
All the team strips are the same, the samples are missing, and THERE'S NO TWO-PLAYER OPTION



This is what the game's about - putting the ball in the hoop. Jamming, and all that. The more unfeasible the action your player's pulling off, the better.

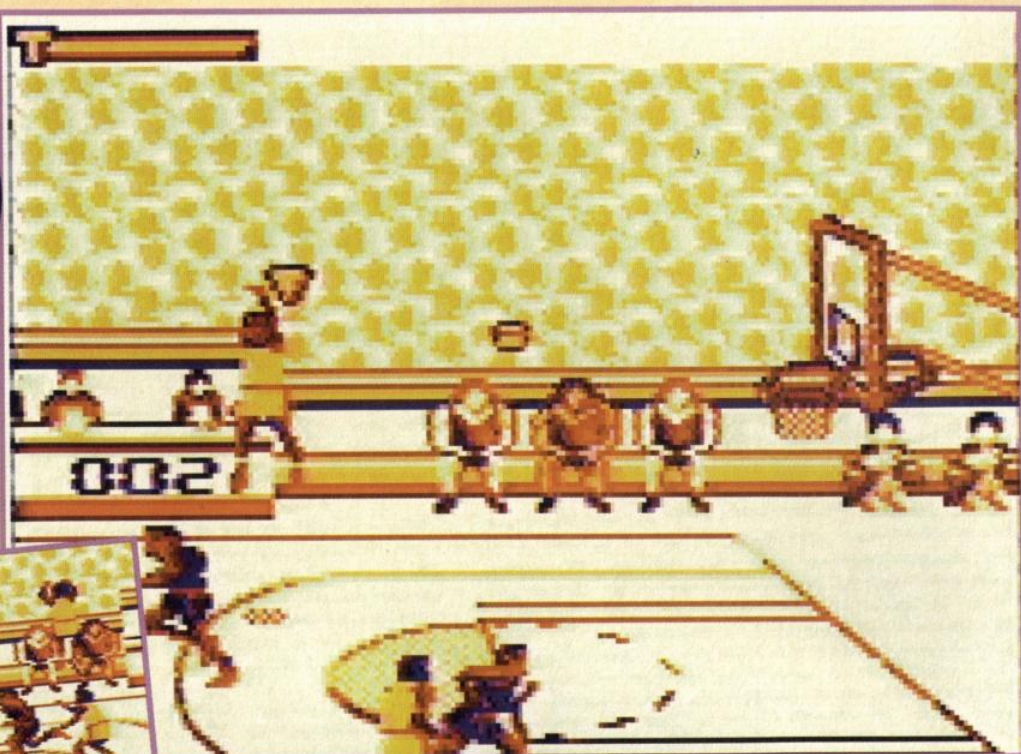
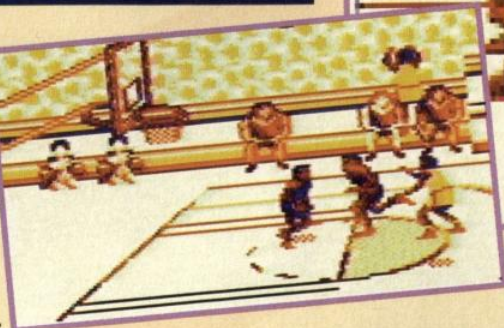
"Is it the shoes? No it's some dodgy graphics"

ANDY SAYS

If you've got a Super Game Boy, you're laughing – the somewhat cramped sprites all seem to work much better. On the Game Boy screen however, it all gets a bit confusing and the excitement becomes annoyance. Is it the shoes? No, it's some dodgy sprites that bump into each other too often.



Here's a tip: Hypnotise the opposition with your dazzling ball skills and they'll stand and stare at each other. Well, maybe.



The 'T' bar indicates the amount of turbo you've got left. The arrow indicates your player. On this occasion he's flailing around madly yards away from the action, as the ball flies towards the hoop. Oops!

their relative strengths and weaknesses – some are strong defensively, some are better at three pointers (yes, that's why they're my favourite), some are quick, etc – and battle through the league, playing one team after another. The CPU records your performances, so you can feel good by setting the difficulty to one and beating everyone.

Then there's the Tag Mode (toggle between players), the splendid Turbo feature, the spectacular three-pointers and the stats run-downs. They're all exciting, laden with slick playability and take advantage of the clear sprites.

NBA Jam is a right laugh to play, and putting smiles on faces is what games are about, right? It's far and away the best Game Boy basketball game, and is a darn good conversion. It's a pity the samples couldn't be done and it's a crying shame THERE'S NO TWO-PLAYER OPTION, but then if the SNES version never existed we wouldn't have expected it. When all's said and done, Game Boy NBA Jam is a corker! **JOSSE**



GRAPHICS

The sprites are clear enough and the scrolling is quick as you like. The only problem is losing track of your player and his droid team-mate

8

SOUNDS

The SNES's side-splitting samples are missing and the music's not as good, but still it's acceptably funky

7

GAMEPLAY

The defending's a little haphazard, but still fun. On the whole, the controls are so slick and precise that you need to keep on playing

9

LIFESPAN

High playability makes NBA Jam one you'll keep coming back to. THERE'S NO TWO-PLAYER OPTION so a ten's out of the question

9

TOTAL! JUDGEMENT

"This has to be the best Game Boy sports game yet – after the fun we had with the SNES version we pretty much expected it to be. Thoroughly playable and addictive, NBA Jam is on fire! But THERE'S NO TWO PLAYER MODE"

TOTAL!
SCORE

89

TOTAL! TACTIX

SELLING DUMMIES

Okay, so the object is to get the ball in the hoop, right? But that's tricky when some irritating giant's shadowing your every bleedin' move.

If a player's blocking your path to goal, tap the shoot button once and you'll move your head as if to shoot. He'll react by blocking, and as he puts his arms back down, shoot as normal – that's two taps. Works every time!



TURBO INJECTION

You control one player who's assisted by a CPU team-mate. Your player has a limited amount of a rather useful Turbo (It's in the shoes, or something). When defending, the Turbo (Start button) will boost your blocks

COACHING TIPS
TURBO PASS. PRESS THE TURBO AND PASS FOR A TURBO PASS. TURBO PASSES ARE LESS LIKELY TO BE INTERCEPTED BY THE DEFENSE.

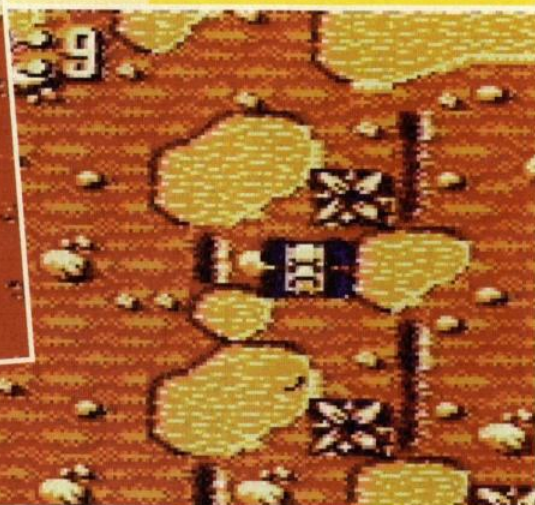
and when running (in defence) it'll give you a burst of speed. But when you're attacking it's best. Run straight towards the hoop, press Turbo and shoot and you'll access your bonkers individual Jam. Boomshakalaka! Jams it in!



I've avoided the spade, but who knows what manner of household horrors might lurk ahead?



Three cars, a pencil and a bit of a bolt. Not, I think you'll agree, a lot more to be said about it.



TOTAL!
GAME BOY REVIEW

MICRO MACHINES



PLAYERS: 1-2
FROM: SONY/OCEAN
PRICE: £27.99
RELEASE: NOV

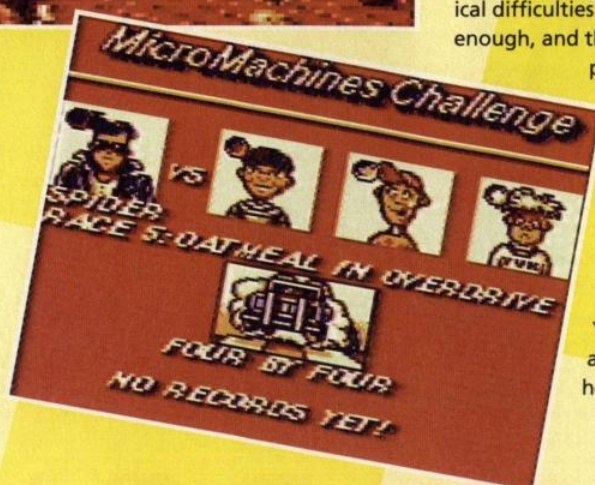
Josse and Atko took advantage of the rather odd simultaneous two-player mode. So blame them if the review's a bit confusing.

Ever wanted to drive a car measuring only a couple of centimeters around a breakfast table? Well of course you haven't. The physical difficulties of such a pursuit alone are daunting enough, and then there's the fear of death as you plummet several hundred scale feet to your death on the linoleum below to scare off even the hardest of blokes. It is fortuitous then, that we have games like *Micro Machines* to aid in the realisation of our dreams of miniaturised racing.

No need to go into detail here. You all know what *Micro Machines* is all about. Tiny cars, every day household objects acting as obstacles, and a



Three pictures, one caption. Tricky. Here goes... "Drivey, drivey, vroom, screech!"



"Okay, so Josse beat me, but I still had to go back for more!"



ATKO SAYS...

It's great. However, there don't appear to be as many levels as it's big brother on the SNES. Anyway, check out **TOTAL!** Recall on page 92 (I wrote it) and you'll find out how this compares to the other racing games on the Game Boy.

TOTAL! TACTIX

Cutting corners...

On the first sports car level, you can gain quite an edge over the competitors by cutting a lot of corners. One of the most useful ones is the vertical second-to-last straight.

When you pass the pencil on the right (see picture) start to turn to the right. You'll cut across the cover of the filofax and secure your victory. Easy!



series of mind-numbingly addictive and frantic races to get through and win. That's the upshot of it all, and as most of you will already know, is that *Micro Machines* has, on all the other

formats it has appeared on, established itself as one of the most exhilarating race experiences ever.

The new Game Boy version is no exception. The SNES version's innovative four-player mode is mirrored in the Game Boy's set-up. The cars accel-

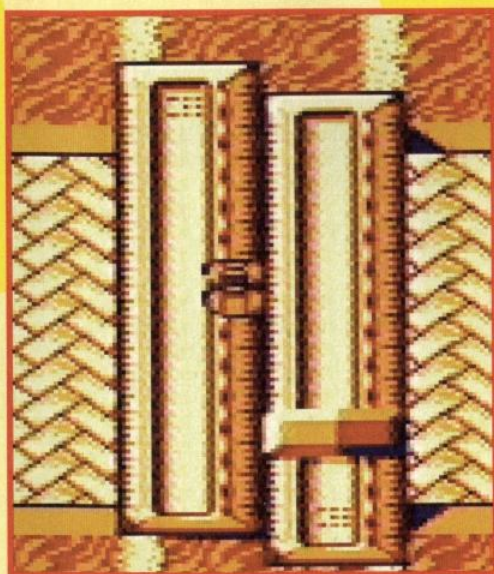
erate automatically and while player one uses the D-pad to steer, player two uses A and B. It's fun, but it's limited as only half the controls are available.

There are a few problems: the screen blur can be a pain when you're at top speed, the cars don't seem to grip quite as well as in previous versions, the scrolling is a bit stinky. But to all intents and purposes this is a top conversion, and I'm pleased they've crowbarred the two-player mode in. If you don't know this game, ignore the basic graphics and take our word for it that this is a classic. **JOSSE**

SPURNS
The speed blur's annoying, the scrolling jerks and the traction's iffy.



Our intrepid racers hurtle across a packet of Cocos with little or no regard for their own safety or that of the poor defenseless Jaffa orange that is sure to be sat around the corner.



I've got twelve inches but I don't use it as a rule. Ha, ha, ho, ho, haaaaaa!

GRAPHICS

Rubbish. But then *Micro Machines* always did look a bit sad. However, they serve their purpose perfectly

7

SOUNDS

Fine I suppose. But let's be frank, the Game Boy isn't exactly up to scratch in the audio department

6

GAMEPLAY

Spiffing. Just pure adrenaline-pumping, addiction-inducing splendour with a smearing of excellence on top

9

LIFESPAN

It's a very tough game to complete properly and in two player mode the fun is endless

9

TOTAL! JUDGEMENT

"It suffers a tiny bit, but essentially this is a very good conversion of a classic game, with another bonkers multi-player mode"

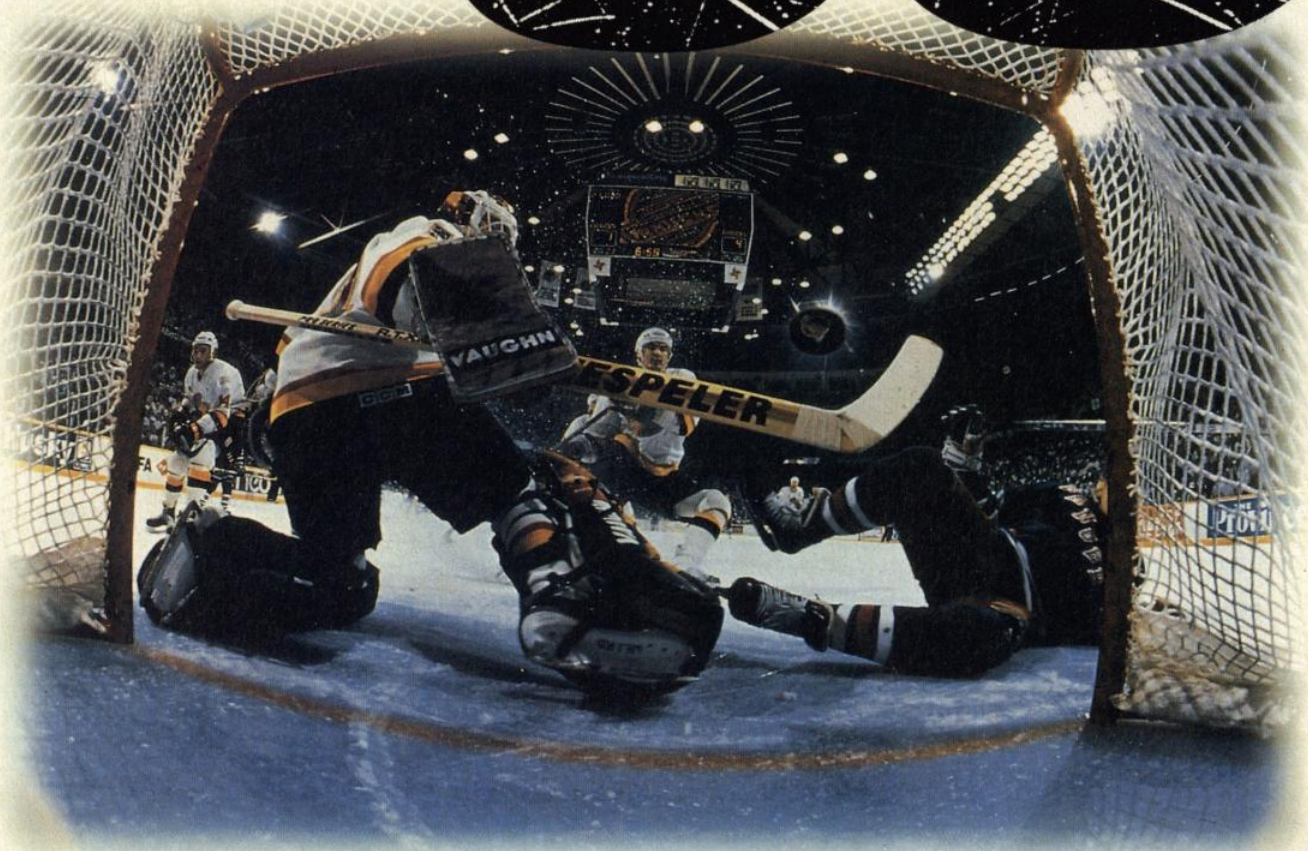
TOTAL!
SCORE

87

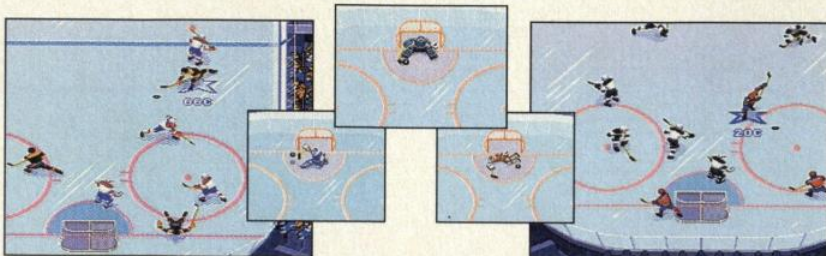
SLAP IT IN THE SLOT

NHL

95

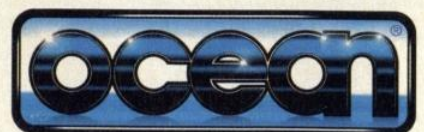


AND GIVE YOUR SNES A TASTE OF REAL POWER-PLAY



SUPER NINTENDOTM
ENTERTAINMENT SYSTEM

EA SPORTSTM



© 1994 Electronic Arts. EA SPORTS, the EA SPORTS logo and "If it's in the game, it's in the game" are trademarks of Electronic Arts. NHLPA, National Hockey League Players' Association and the logo of the NHLPA are trademarks of the NHLPA and are used, under license, by Electronic Arts. NHL, the NHL Shield and Stanley Cup are registered trademarks of the National Hockey League. Team names and logos depicted are officially licensed trademarks of the National Hockey League. © 1994 NHL. ALL RIGHTS RESERVED. OFFICIALLY LICENSED PRODUCT OF THE NATIONAL HOCKEY LEAGUE PLAYERS' ASSOCIATION. 740901

OCEAN SOFTWARE LTD . 2 CASTLE STREET . CASTLEFIELD . MANCHESTER . M3 4LZ . TELEPHONE: 061 832 6633 . FAX: 061 834 0650

ALADDIN



PLAYERS: 1
FROM: VIRGIN
PRICE: £27.99
RELEASE: NOV

Atko dons his billowing special pants, rubs his lamp a bit and works himself into a hand-held frenzy.

Princess Jasmine has been captured, you fancy her, you're armed with a bag of apples, so go get her! Well that's the plot taken care of, so what's the game like?

Set out over ten parallax scrolling levels, this beautiful yet derivative platformer takes you from the rooftops of Agrabah to a faraway desert and on a magic carpet ride. Aladdin you must climb ropes, scale buildings, win swordfights, leap over raging fires, explore vast caverns and discover magical mysteries, all aided by that mischievous genie (But sadly there are no Robin Williams samples).

The gameplay is as you'd expect from a Disney conversion – smooth and responsive, so all's fine in that department – the background are breathtaking and the sprite animation is detailed and fluid, though some of the collision detection is a bit ragged.

My main gripe is with the abundance of continues. It's just too easy! That said, *Aladdin* is an ambitious platformer that will keep you engrossed for quite a while. If nothing else, its got genuine character, a classic story line and, more importantly, it's fun to play. So roll up for a magic carpet ride. **ATKO**

CRAMPS

Too many continues make it a bit too easy

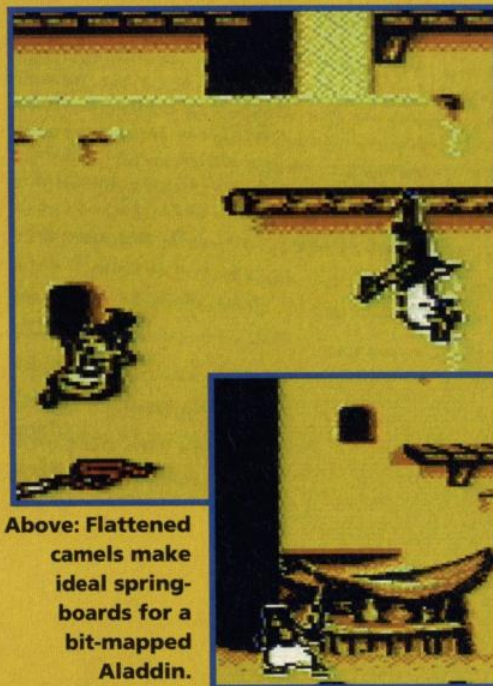
LAMPS

The best sprite animation I've yet to see on the hand-held

LINDA SAYS...

As far as Disney licences go, I reckon this tops the recent SNES game *Beauty And The Beast*. It has more charm, more character and much better gameplay than its 16 bit cousin. If only it were a bit more difficult it would deserve a 90+ score and rank up there with classics like *Cool Spot* and the wonderful *Donkey Kong*. If you want more puzzles, try *Bill and Ted's Excellent Game Boy Adventure*.

"Atmospheric and a pleasure to play – a whole new world"



Above: Flattened camels make ideal springboards for a bit-mapped Aladdin.

Above: The rooftops of Agrabah market open the festival of eastern promise.



GRAPHICS

Sprite animation to die for and convincing backgrounds. A veritable feast for the eyes

8

SOUNDS

With a soundtrack lifted straight from the film, how could it fail?

8

GAMEPLAY

Brilliantly addictive and varied but tends to be a bit sluggish at times

8

LIFESPAN

If you've cracked *Cool Spot*, this one shouldn't pose too much of a problem

7

TOTAL! JUDGEMENT

"A beautiful and exciting platformer marred only by abundant continues. Definitely worth serious consideration"

TOTAL! SCORE

88



Our intrepid hero negotiates a level three washing line.

Right: The bad geezer.



don't



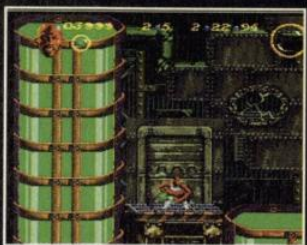
flunk

Explore and conquer 24 perplexing levels of fun



the

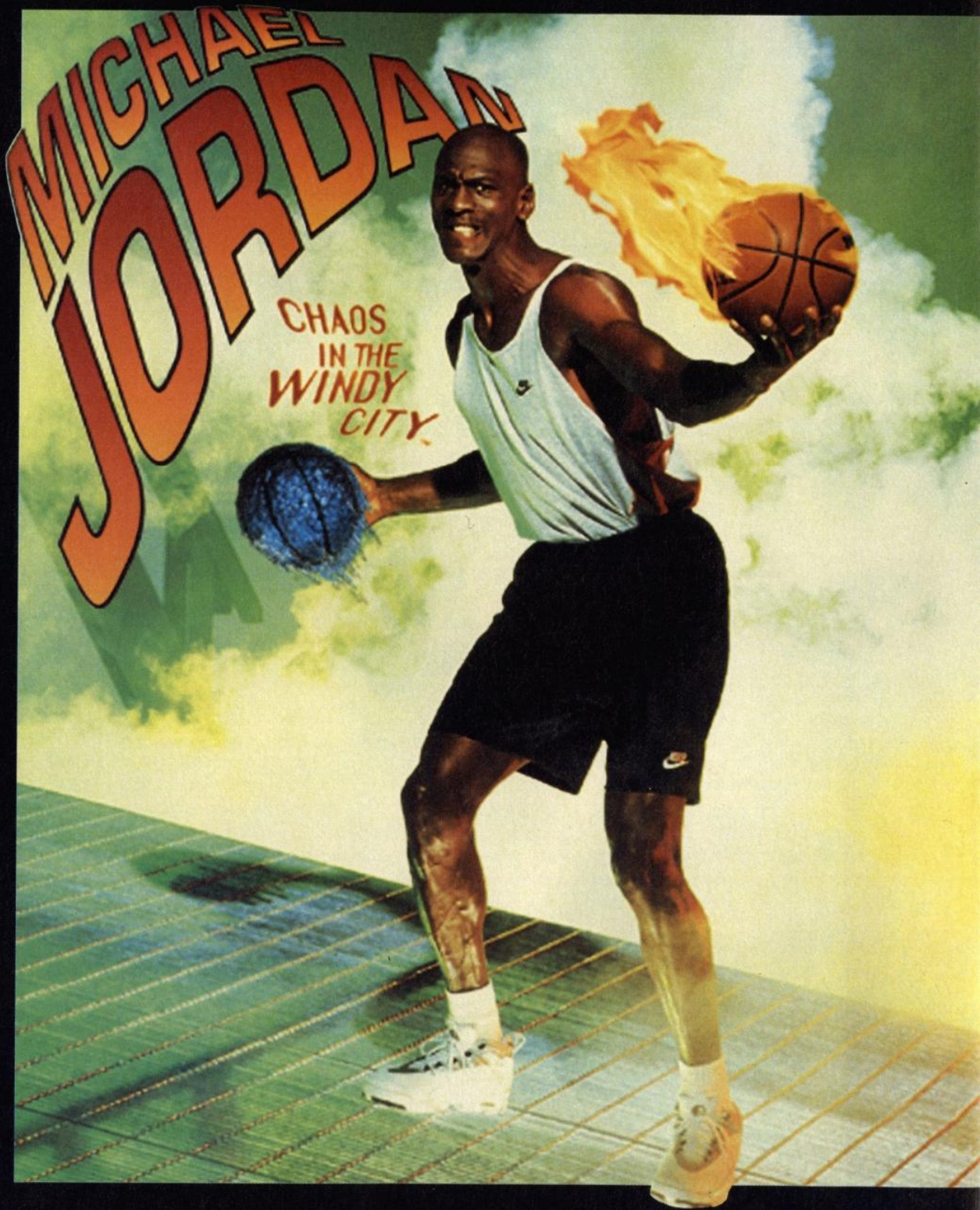
Slam dunk for extra points and power-ups



dunk

Buseson animation utilizing digitised video footage

SUPER NINTENDO
ENTERTAINMENT SYSTEM



It's a twisted adventure created by vengeful mad scientist Dr. Max Cranium! He's kidnapped an entire basketball team and now they're under lock and key hidden in his dark and dangerous lair beneath the streets of Chicago. Control Michael Jordan's every move as he takes on the evil Dr. Max Cranium to rescue his teammates.

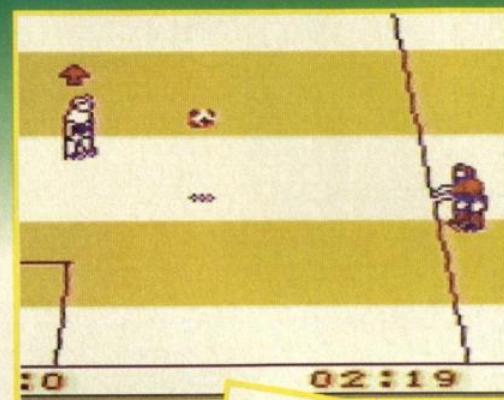
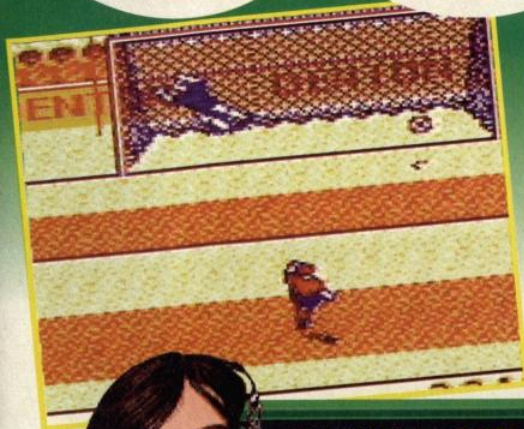


© 1994 Electronic Arts. All rights reserved. Chaos in the Windy City is a trademark of Electronic Arts. Nintendo and NES are trademarks of Nintendo of America. Wheaties, Breakfast of Champions and the Wheaties packages are trademarks of General Mills, Inc., used with permission. Gatorade® is a registered trademark of Stokely-Van Camp, Inc. used with permission. Electronic Arts is a registered trademark.

OCEAN SOFTWARE LIMITED
2 CASTLE STREET, CASTLEFIELD, MANCHESTER, M3 4LZ
TELEPHONE: 061 832 6633, FAX: 061 834 0650

SOCCER

TOTAL!
GAME BOY REVIEW



PLAYERS: ONE
FROM:
NINTENDO
PRICE: £21.99
RELEASE: NOV

Linda's distraught at what history has done to football. But let's see what Nintendo have done to Soccer. Read on and find out...

Being able to see an area of the pitch only half the size of the penalty isn't particularly pleasing.

However, annoying misnomers aside, how well has our beloved game of footie translated to the Game Boy? Pretty damn well is the answer to that.

The graphics are, on the whole clear and dare I say, friendly. Okay, the sprites flicker horribly when they're close together but what do you expect? The fact that at least three-quarters of the pitch is invisible also causes problems. When you're trying to build an attack it's easy to lose which part of the pitch you're dawdling along, and then there's the temptation to hoof the ball up the pitch to where you hope a team-mate may be. But after extended play you do tend to become immune to this slightly annoying problem.

And now the interesting part. Does this game look at all familiar to you? It should, because it is, in fact *World Cup Striker* which we reviewed some time ago when it was supposed to be coming from Elite. Nintendo took over the rights to the game, changed the name (but little else thankfully) and, voila! it's finally here, ripe and ready to play. Footy fans rejoice for it is (still) a treat to play.

LINDA

SOCCERS
Solid gameplay,
real international
footballers' names

SHOCKERS
Small pitch
view, flickering
sprites, offers
little new

Right: These two players are mid-flicker. They have real names. But I've forgotten them. Doh!



GRAPHICS

The sprites are clear enough, but that screen flicker gets downright annoying

8

SOUNDS

Ahem. The best that Soccer can manage are a couple of warbly tunes and some unconvincing kicking noises

6

GAMEPLAY

Good, solid, playable, and doesn't take too long to grasp, but then there's no real depth to it

8

LIFESPAN

If you like footy you'll enjoy this. It's a very well implemented game. It has its flaws, but not too many

8

TOTAL! JUDGEMENT

"Game Boy Soccer looks and plays very well. It took a while to get here but it was definitely worth the wait. Hurrah for footy!"

TOTAL!
SCORE

87

"Good, but not brill!"

ANDY SAYS...

Sadly the Game Boy isn't really up to doing a decent footy game. Football is such a complex sport you need a big machine to make it convincing. Yes, this is very good, and it's fun. But despite our recommendations, just bear in mind that you won't be getting a fully-fledged soccer simulation.



The bottom left icon is the penalty mode. It's a laugh, but the tournament mode's where the best gameplay's at.

LETTERS

Yep, it's letters time again! Your chance to put pen to paper, fingertips to keyboard, or if you're from The Midlands, chisel to stone...

GOAT GOT!

Dear TOTAL!

I hate it when companies bring out sequels to games that are exactly the same as the original game but for a few add-ons. This means that us punters have to try and sell the original as it's not worth keeping once you've got the better version. Therefore, I think it'd be a good idea if a system of upgrading was introduced whereby sequels were made sufficiently different from the first game. For example, *Mortal Kombat II* is quite different from the first as it introduces some new characters.

You say *Stunt Race FX* is fast, but the playing screen is a tiny speck on the TV screen compared to that horrible big grey border that surrounds it. I'd have thought that the game would be fast enough without it. Granted, it has lots of 3D polygons, texture mapping and sprite scaling, but it all looks closed-in thanks to that border. Mind you, I'll still be buying it because I love racing games and it's good that it isn't just flat Mode 7 tracks. I love hills and ramps too!

I think Nintendo should do a 3D FX platform game (something which hasn't been done before). In the game I envisage, the platforms would go off in all directions and there would be

a big area to explore on each level. A nice touch would be the presence, and indeed the use of different vehicles – maybe even a jetpack. The scope is endless!

I would like to take this opportunity to ask if you could include some just-for-fun puzzles and games in your mag. This would give us a break from reading, be another reason to buy it and be a great load of fun!

Yours, with a delightful pile of pants!

Barry Ward, Birmingham

Dear Barry

Thanks. All suggestions like this are filed under 'M'. If you can work out why, we'll get your game produced by a top software company and include your ideas in the mag. If, however, you can't, YOUR SOUL WILL BE DOOMED TO ETERNAL DAMNATION!

Oh, and thanks for the pants!

Josse

ANOTHER POME!

Dear TOTAL!

Last night I had an idea, "I'll write a poem," I thought. And what's more, I did. So here it is, my best poem to date – hope you like it!

TOTAL! is the best.

It beats the pants off all the rest!

I read my mag all week,

Thinking "The others are so weak!"

I read it all day

And just £2.50 I have to pay!

TOTAL! keeps you up to date,
All the best releases on a plate!

Graham Marsh, Berkshire

Dear TOTAL! readers

**Your poetic skills really are quite stunning,
Every other letter, it seems, contains a rhyme,**

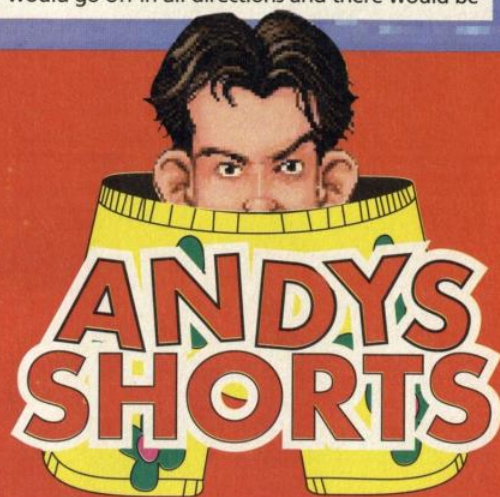
**That we're not downing tools and running
To print your splendid efforts seems indeed a crime!**

Linda!

EVEN MY DOG READS IT!

Dear TOTAL!

Your mag is so fab that even my dog reads it! Can you tell me what the point is in buying a Super Game Boy? I know it's in colour, but if you already have an ordinary Game Boy why



Dear Andy

Have you any idea if *Starwing 2* will have a two-player mode?

David Pascoe, Liverpool

Dear David

There are rumours that *Starwing 2* is currently in development. It would make a lot of sense for the sequel to have a multi-player option.

Andy

Dear Andy

My mate has just come back from America, and

while he was there he got a copy of *Super Street Fighter II*. Have you got any tips yet?

Ben Harding, Kent

Dear Ben

My mate Frankie went to America as well and he got a copy of *SSFII*, but sadly didn't bring back any cheats. Tips, erm, practice makes perfect!

Andy

Dear Andy

Capcom made the fab *SFII*, didn't they?

Patrick Ellison, Leicester

bother? Also, I noticed that the backgrounds to *Garfield* and *The Real Ghostbusters* are exactly the same. Why?

I hope nobody on the TOTAL! team is sexist.

Louise Elder, Peeblesshire

Dear Louise

The point is that you can play Game Boy games through a SNES in colour, and on the big TV screen, so often you can pick up previously hidden details. Erm, it sounds like either someone was feeling a bit lazy, or maybe they thought it'd be cheaper to recycle old backgrounds. Sexist? Us? Nah, course not, luv. Here, shouldn't you be playing with dolls rather than Nintendo games? Only joking, Louise. Underneath an occasionally brash exterior, the TOTAL! team is as politically correct as you could possibly imagine. Honest!

TOTAL!

TOUGH LUCK

Dear TOTAL!

Why did you print part of a letter from me with somebody else's name on it? I believe that sort of thing is called plagiarism.

Lee Vaughan, Kent (Probably!)

Dear Lee

A lot of TOTAL! readers are concerned about exactly the same things, and it's quite possible that that other person was merely making a similar point to you - we do get rather a lot of mail here, y'know! If, however, we did just happen to steal your work then yes, that is called plagiarism. It is also called tough luck.

TOTAL!

YE GODS!

Dear TOTAL!

Yo! Gaming Gods! How about answering some of my queries? (Shoot! Andy)

1 Will you give us some more info on the 32bit Nintendo release?

2 Will Project Reality have a headset?

3 Do you want to give me a free subscription to your mag?

Before I go, here are a couple of suggestions. Bring back the prices in TOTAL! Recall, give us

Dear Patrick

You're not wrong there.

Andy

Dear Andy

Can I have your *MKII* Game Boy cart for £5?

Robert Grainge

Dear Robert

No. Try the Reader Ads page in about three months. Then you might be able to pick it up cheap, but a fiver? Really!

Andy

WEIRD PLACES I'VE PLAYED MY GAME BOY

Win a
GAME BOY
cart!

some covermounted freebies, a few NES reviews and a rough estimate of a rating in previews.

Well, it's getting hard to think of any more suggestions as TOTAL!'s so fab 'n' brill, so I'll just say cheerio. Cheerio!

Matt Burford, Alvechurch

Dear Matt

1 See Neil's American News column for further details of the 32bit machine that's heading for a Japanese release. At the moment we really don't have anything to add to that.

2 We're still not sure quite what the new machine (it's called the Ultra 64 now y'know) is going to look like. We've seen software running on a screen, but the machine's bodyshell is still in design. There's talk of a headset as an eventual extra, but as yet that's only talk. Quite what form the Ultra 64's going to take we're not sure, but we know from the software that it's going to be absolutely special!

3 Nah! We'd much rather you gave us the £22.95! How much do you think we earn?! Actually we'd love to give everyone free subscriptions, but then we wouldn't get paid any wages at all and we'd starve and die, so there'd be no TOTAL! at all. And that would be a *bad* thing. Anyway, why are we wasting space explaining all this to you?

Now for your suggestions - the reason we dropped the prices in TOTAL! Recall was because we wanted that section as a kind of historical look-back, and the prices kept blimmin' changing! Covermounted freebies? How about this sticker and poster?

Dear Andy

Is there going to be a *Mario Paint 2*?

Glenn Davies, Kilkenny

Dear Glenn

Definitely not. We're still not entirely sure why they made the original, other than to show the flexibility of the Super NES.

Andy

Dear Andy

Here is my idea for the Ultra 64.

Jamie Campbell, Wolverhampton

Nº:30



NAME Mark Woodman

AGE Too shy, we presume

FROM Swansea

Condemned to death for his hideous and unspeakable crimes, Mark Woodman of Swansea was granted one final wish before his execution. And what was his wish? To have one last go on his favourite game, *Mario Land*, of course. The dinosaurs were merciful and granted his desire. He died a happy chappy! And he got his picture in TOTAL!

More goodies are on their way soon. And we'll always have NES reviews whenever new games are released.

Andy

WHAT'S THIS SUPER GAME BOY STUFF?

Dear TOTAL!

Great mag, chaps and chapess! Have I put you in a good mood now? I hope so! Y'see, I'm a bit worried about the Super Game Boy. On the review of *Donkey Kong '94* you put it under SNES reviews and said it was for Super Game Boy. Does this mean that it won't work on a normal Game Boy?

By the way, I just wanted to know if it's possible to link an NES to an RGB monitor.

Adam Dimmick, Reading

Dear Jamie

Erm, I think Nintendo got there first.

Andy

Dear Andy

Thanks for printing the *FIFA* cheats, but you got one wrong. Just blame the dog, I always do. To get the Dream Team, press AABBYXX.

Sonya Barvé, Wapping

Dear Sonya

I've told Linda not to bring that dog into the office!

Andy

LETTERS

Dear Adam

Yes, yes, alright! We put it under SNES Reviews and this was a mistake – we were so blinded by *Donkey Kong '94's* brilliance that we got confused. Sorry and all that.

Anyway, let's get this straight – there is no such thing as a Super Game Boy game as such. All Game Boy games can be played on the Super Game Boy, but in colour, on the big screen and with improved sound. New games, however, are being designed with the Super Game Boy's rather funky capabilities in mind. Take a look at our feature in issue 32 for more details.

Josse

WHO DO YOU BELIEVE?

Dear TOTAL!

You said that all the *Street Fighter II* characters will be in *Super Street Fighter II*, but in The Sun it said that only three of the original fighters will be included. I'm hoping that you can give me a definite answer! Please!

Ian Evans, Walsall

Dear Ian

Okay, here comes the definite answer. All of the original *Street Fighter II* characters are in there along with the four fantastic newbies, Cammy, T. Hawk, DeeJay and Fei Long. Look at the preview in issue 31 or the review in issue 32 for more details.

Atko

BLAND DISHES REVITALISED – WITH MUSIC!

Dear TOTAL!

Last night as I was laying in bed, after putting down my bedtime book, I wondered whether any authors have collaborated with program-

Dear Andy

What sort of qualifications would I need to work with you on TOTAL?

Frankie Kirk, Derry

Dear Frankie

The ability to communicate and a passion for games. And the knack of making good coffee.

Andy

Dear Andy

What are the chances of Nintendo ever releasing *Mario: The Lost Levels* for the NES?

Ben Barden, Surrey

O! CHRISTIAN! (AGAIN)

Remember in issue 32, Christian wrote in asking to buy our NES *Spy vs Spy* cart, and we set him a challenge: Explain what Frankie was saying to Jon and decide who would make the best spy from the TOTAL! team. Well, eventually he replied, and this was his effort:

Dear Josse

Who would make the best spy?

1 Not Jon. Why?

Spies never use the phone without wearing gloves (avoid fingerprints – rule 271 of the *Spy Manual*).

2 Not Josse. Why?

Spies never get involved with videos or tapes (remember President Nixon and Watergate – rule 306a of the *Spy Manual*).

3 Obviously Frank. Why?

Because he is obviously invisible and with the name Frank Mary O'Connor he can switch disguises quickly (rule 23 of Aids to Amateur Spies).

What is Frank saying on the phone?

"... Yeh, I hear what you're saying Jon, but this guy Christian is so anxious to get this game and he seems to have money – how do we know he's not Lord Something or the Earl of Limerick with a castle in Dublin? Think of it, it could be brilliant – a luxury weekend for the three of us for the cost of one lousy computer game?... No?... You don't sound enthusiastic..."

Christian, Co. Dublin

mers? After all, there's a vast pool of talent to be drawn upon for inspiration. How about Terry Pratchett on a surreal, humorous RPG? Or Iain Banks on a twisted, deep *Flashback*-type affair?

I believe that such minds would add spice to otherwise bland dishes! Along the same lines, have any rock 'n' pop groups worked on game soundtracks? I myself would delight in an Ozric Tentacles masterpiece woven throughout a multi-stage adventure.

Simon, Birmingham

Dear Simon

Top 80s rock-gothsters *Alien Sex Fiend* have worked on some games soundtracks, and Douglas Adams was closely involved in the multi-format *Hitch Hiker's Guide to the Galaxy*. Author Terry Pratchett has been working on a PC game, *Discworld*, adapted from his novel which is due for release around Christmas – although there's no word on a SNES version yet.

TOTAL!

Dear Ben

The chances of that are slim to none.

Andy

Dear Andy

Every so often it's the same old story: He or she buggers off to some Sega mag. Why?

David Smith, Duns, Berwickshire

Dear David

But, like bent pennies and boomerangs they have an alarming tendency to come back. Why? Everyone makes mistakes.

Andy

Dear Christian

Yep, that'll do for me. Well spotted that Frank's middle name is in fact Mary according to our humorous giving people silly middle names idea from a few issues ago (Actually that was all my idea!), and that Jon had obviously skipped a few pages in the *Spy Manual* (How careless of him!) but what is this dodgy videotape business you're accusing me of? I deny everything! And anyway, of course we know you're not a Lord because we sent supersleuth Frank to investigate. (Gumph! You've gone and given the game away now! Andy) Okay, we are giving the game away – the cart's in the post!

Josse

Editorial/Creative
Editor

Andy Dyer

Production Editor

Josse Bilson

Senior Staff Writer

Linda Barker

Staff Writer

Sean Atko Atkins

Art Editor

Jon Billington

Treacherous Turncoat

Bradley Merrett

Contributors

Clare Johnson

Mike Roberts

Steve Dent

Dean Mortlock

Steve Jarratt

Advertising

Ad Manager

Dominic Beaven

Senior Sales Executive

Jane Geddes

Classified Controller

Susan Wheatley

Production Team

Co-ordinator

Tracey O'Donnell

Ad Design

Cherry Coad

Production Controller

Claire Thomas

Production Manager

Richard Gingell

Paper Controller

Fiona Deane

Admin Assistant

Suzannah Angelo-

Sparling

Line & Scanning

Jon Moore

Chris Stocker

Simon Chittenden

Mark Gover

Jason Titley

Simon Windsor

Publisher

Jim Douglas

Managing Director

Greg Ingham

Circulation Director

Sue Hartley

Group Production

Manager

Judith Middleton

Colour Reproductions

Saturn Reproductions,

Bath, Avon

Printing done by

Cradley Print plc

West Midlands

Future Publishing

Addresses

Editorial

TOTAL!

30 Monmouth Street

Bath, Avon, BA1 2BW

Tel: 0225 442244

Fax: 0225 446019

Subscriptions

TOTAL! Subscriptions

The Old Barn,

Somerton, Somerset

TA11 7BR

Tel: 0458 274011

© Future Publishing 1994

Printed in the UK

Nintendo, Super NES, NES and

Game Boy are all trademarks of

Nintendo Co Ltd. TOTAL! recog-

nises all copyrights and where

possible have acknowledged the

holder. If we have not recognised

your copyright, please contact us

and we will gladly correct any

oversight.

Future
PUBLISHING



RACE RIOT

NOV '94

TOTAL!

TACTIX

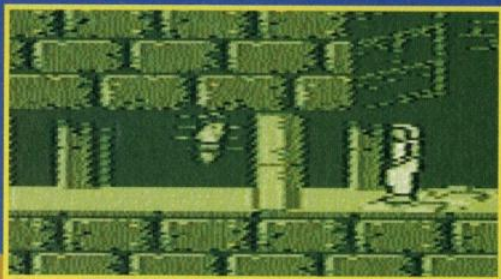
The following five pages contain hot Nintendo secrets from some of the best gamers in the country. Want to join the TOTAL! hall of fame? Okay then, simply send your best tips, cheats, codes and cans of pop to: TOTAL! Tactix, TOTAL!, 30 Monmouth Street, Bath, BA1 2BW.

GB
TACTIX

PRINCE OF PERSIA

Nicholas Delissen from Bathgate sent us a large sackful of tips for the Game Boy this month, so we felt we really ought to print some. Here are the first of 'em – level codes for the top leapy-abouty game *Prince Of Persia*.

Level 2 05760075	Level 8 13931795
Level 3 22617065	Level 9 07835785
Level 4 87108115	Level 10 23430454
Level 5 49031105	Level 11 97734444
Level 6 78333635	Level 12 A52622574
Level 8 13931795	Level 12 B41121564



NES
TACTIX

MICRO MACHINES

They're dinky, they're tiny, they make you shout 'Cor blimey!' Micro Machines are suddenly back in fashion so here's a cheat for the good old NES version. On the first desktop race, go over the first jump and as you are in mid-air press **START**. The screen should go black and white and miraculously another life will appear. Many people think that the only good thing to come out of Cornwall is the road to Devon, well they're wrong. **Tom Round** sent us that cheat all the way from Penzance.

GB
TACTIX

WARIO LAND

On the first level go down the third ladder, through the door and smash all the blocks.

When you hit the big block you'll get yourself three extra lives. Repeat as many times as you like. Many thanks to **Peter (Robocop) Weller** for that handy little cheat.

SNES
TACTIX

ZOMBIES

Konami do it again, yet another top release from their stable, and the sequel's already on the way. Anyway, **Richard Beckett** from Wigginton's a big fan with a big cheat that goes a little like this: Enter the password **TDSS** and you can play a mini-game made up of just bonus levels. Cheers Rich.

STUNT RACE FX

SNES
TACTIX



Send all your questions, problems, codes and bags of money to:
Q & A, TOTAL!, 30 Monmouth Street, Bath, Avon, BA1 2BW

Q I've had *Top Gear* on the SNES for ages and ages. I would really be grateful if you could print the level codes or any cheats that are doing the rounds as it's driving me bleedin' bonkers. Thanks in advance for your help and everything.

Craig Jenkins, Chesterfield

A Don't go bonkers just yet. Here are the level codes for the three difficulty settings.

AMATEUR SETTING

Moonbath
Gearbox
Car Park
Road Hog
Emulator
Analyser
Horizons

PRO SETTING

Four Meg
Legend
The World
Lets Race
Alchemy
A Looper
Seasonal



Karen Sampat is one of our fave contributors. Month after month she sends in top tips and this month is no exception. Here goes then.

On normal tracks hold down the **L** and **R** buttons and press **SELECT** to get a bonus track view.

Do the same on the bonus track to get an over-head view. Cheers Karen!



ZOOL

Ernest Wong from Solihull sent us not just one sumptuous cheat but a whole bloody book of them! What a top geezer! Anyway here's one for *Zool* on the hand-held. To get infinite lives press **UP, RIGHT, DOWN, LEFT** and **START** on the Title Screen. Good one Ernest.



SNOOPY'S MAGIC SHOW

This game's great on the move but a little too easy for our taste. Still if anyone out there's stuck, here's the code to the last level: **CDID**. **Ernest Wong** strikes again there!



PUGSLEY'S SCAVENGER HUNT

Ernest Wong completes his hat trick this month with a very useful code for *Pugsley's Scavenger Hunt*. To get 241 lives type in **NPP88**.



SUPER DOUBLE DRAGON

"Super Double Dragon – we haven't played that one for a while!" we thought the other day, and as if by magic, this cheat arrived in the second post, so we tried it out. To get nine credits instead of the usual five, type **B** on the two-player game, start the game and when you've kicked in the pink bloke's head you'll receive his credits. **Ross Furie** sent that little gem all the way from St. Andrews. What an odd bloke.



POP 'N' TWINBEE

If you're one of those people who think this game is too easy, try the following tip. Go to the Option Screen and press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A** and **START**. There you go, it's a piece of cake. Actually it's a cheat sent in by **Alistair Struthers**.

This is the pastel version of the world our Josse saw before he got his new specs.



GRADIUS 3

To enter a whole new arcade level press **A** repeatedly as fast as you can. But that's not all! To earn 30 valuable lives press **A** three times on the Title Screen. Cheers to **Alistair Suthers** from Aberdeen.

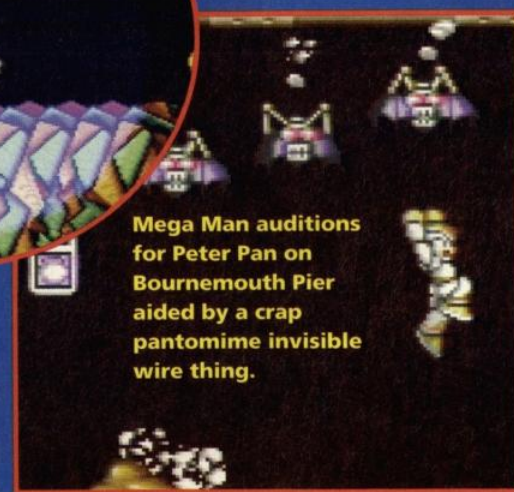


MEGA MAN X

Top blasting action just got better with this password. For Sigma's castle with all capsules, all sub-tanks, all hearts and Zero's cannon, tap in this code:

7437 6482 1256

Thanks to **Steven May** for that little beauty.



Mega Man auditions for Peter Pan on Bournemouth Pier aided by a crap pantomime invisible wire thing.

CHAMPION SETTING

Educated
Oilcloth
Wreckage
Car Acole
Epyllion
Glucagon
Keelson

Q Please help. I've got *Garfield* on the Game Boy and I always die on level 33. I'll give you all a big kiss if you could print the codes for levels 34 and beyond. Thanks, and all that.

Louise Elder, Traquair

A For you and anyone else who's a bit stuck, here are all the level codes for *Garfield*.

Level 1 **LFBD**
Level 2 **VCSB**
Level 3 **TRFF**
Level 4 **ZFRG**
Level 5 **NGSF**
Level 6 **QDCZ**
Level 7 **KCNG**
Level 8 **TRBD**
Level 9 **LGCK**
Level 10 **WGRD**
Level 11 **TCMF**
Level 12 **RBCN**
Level 13 **NBMF**
Level 14 **GPBL**
Level 15 **RBCT**
Level 16 **RCNG**
Level 17 **FCRF**
Level 18 **YBRD**
Level 19 **SGNG**
Level 20 **GGLD**

Level 21 **LBMP**
Level 22 **TWCN**
Level 23 **FDSF**
Level 24 **SDGT**
Level 25 **NFWS**
Level 26 **RGSF**
Level 27 **RBCF**
Level 28 **DCSK**
Level 29 **HBCR**
Level 30 **JBZZ**
Level 31 **GBMP**
Level 32 **HGLD**
Level 33 **BCRD**
Level 34 **DGLL**
Level 35 **WGRM**
Level 36 **STBR**
Level 37 **CRGN**
Level 38 **ZGGN**
Level 39 **HFLD**
Level 40 **FNDG**

Q How do you kill the eye at the end of the third dungeon in *Zelda* on the Game Boy? I hit and charge and bomb and sing and sprinkle and dig and jump and shoot, but nothing works. HELP ME!

Barry Rodgers, Northern Ireland

A Don't you worry, Bazza me old mate. Atko's got just the trick for you. Dash into the wall to make the eye drop down. Now hit the eye until it looks like it's going to break in the middle, and dash through it, splitting it in two. Hit one eye until it explodes, then hit the other one.

TOTAL! TACTIX

SNES
TACTIX

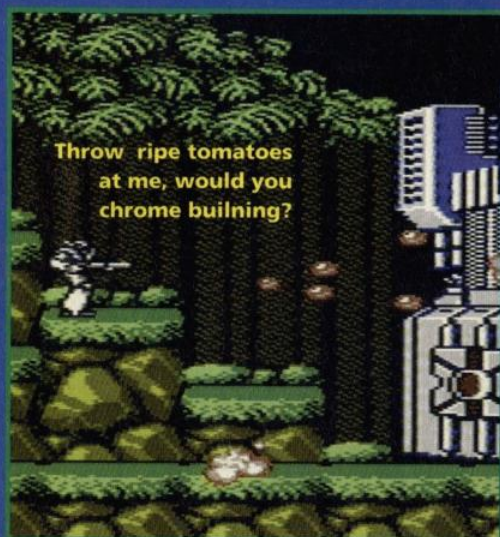
SUNSET RIDERS

In one-player mode, if your bloke is going to fall off press **START** on pad two. This will steal all of your opponent's credits. Nice tip there from **Andrew King** of Norfolk.

PROBOTECTOR

NES
TACTIX

Marc Stolworthy sent us this cracking cheat all the way from Exeter down in sunny Devon. For 30 lives press **UP, UP, DOWN, DOWN, B, A** and **START**.



GB
TACTIX

STAR TREK

It's not everyday that we receive a tip all the way from the West Indies, so when we get 'em, we print 'em! Our old friend **Emma Smart** sent these dead useful level codes.

Level one 0523.4 Level four 3310.7
Level two 4262.0 Level five 7057.3
Level three 6841.2 Level six 6046.2



Level 20 BTRY
Level 21 JNKR
Level 22 CBLT
Level 23 HOPP
Level 24 SMRT
Level 25 V8TR
Level 26 NFL8
Level 27 WKYY
Level 28 CMBO

Level 29 8BLL
Level 30 TRDR
Level 31 FNTM
Level 32 WRLR
Level 33 TRPD
Level 34 TFFF
Level 35 FRGT
Level 36 4RN4
Level 37 MSTR

SNES
TACTIX

Mortal Kombat II

We've been absolutely swamped with tips for *Mortal Kombat II* this month. Poor old Johnny, our dwarf crayon can't see over his desk for all the paper. The following selections from our over stuffed postbag were pulled out randomly I'm afraid. Sorry those who don't get a mention.

Casper Jelly has found a way to get a new beginning that includes Shao Khan and Kintaro. As soon as you turn the power on, press and hold **L, R, DOWN** and **B** until you see the Acclaim sign. If

SNES
TACTIX

THE LOST VIKINGS

For a game that didn't sell all that well we've had loads of requests for the following level codes so here at long last are all 37 of them supplied by **Kevin Murtagh** from Dublin.

Level 2 GR8T Level 11 VLCN
Level 3 TLPL Level 12 QCKS
Level 4 GRND Level 13 PHRS
Level 5 LLMØ Level 14 C1RØ
Level 6 FLØT Level 15 SPKS
Level 7 TRSS Level 16 JMNN
Level 8 PRHS Level 17 TTRS
Level 9 CVRN Level 18 JLLY
Level 10 BBLS Level 19 PLNG



Stop it! Don't flick any more of those rubber bands at me. I give up, pack it in.

Q Can you please let us know how to kill the monster in the final stage of *Ryger* on the NES? We don't get much help from the Nintendo Hotline over here so we are really stuck. Hoping you're able to give us a hand.
Valerie Moore, Australia

A You will need your physical strength fully replenished and a medicine before even trying to attack Ligar. Ligar fires a stream of bullets at you - try to avoid these and use Attack and Assail. When your strength is low use the medicine. A sustained attack in this manner should sort him out good and proper.

Q Please, please, please could you tell me how to get out of the haunted house in vanilla dome on *Super Mario World*. It's driving me loony.
Deborah Graham, Leeds

A The only way to escape the haunted house is to create a door out of thin air. It may sound like magic but the trick is to grab the P Switch from above the three blocks and carry it close to the five coins shaped like a door. Collect at least two of the coins so that a space large enough for Mario to pass through is created. Now hit the P Switch, changing the coins into blocks and revealing a door that leads to the goal.

Q On NES *Shadowgate*, at the start there is a door which I can't get through. I've tried all the spells but none work. Help!
Lloyd McMunty, Thetford

A Before you go through the door, go to the skull above the door and open it. Take key one from the skull. Now you can open the door.

Don't ask us - we just work here!

Q I'm having a problem with *Home Alone 2* on the NES. I got it for Christmas and have managed to get to the Uncle's Tomhouse but I can't jump the first hole. I've tried everything but nothing works. Help me, I'm completely stuck.
Glen Templeman, Stopsley

Q I've got a problem, can you help? I'm stuck on *Jurassic Park* on the Game Boy. When I get into the engine rooms I keep getting electrocuted. It hurts.
Liam McHale, Leeds

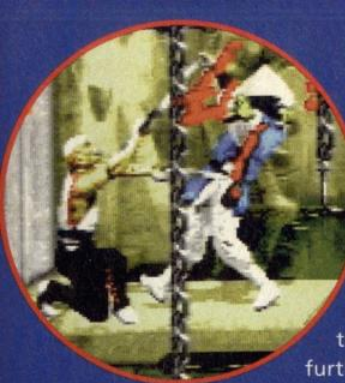
Q I've been plugging away for months on *Empire Strikes Back* for the Game Boy and I'm a tad stuck. I can't find Yoda on

Pagobah because I lost the map which came with the game. Could you please give me some help finding Yoda or print a cheat of some kind?
Joel Pittaway, Bromsgrove

Q How do I get the special track on the SNES version of *Lamborghini American Challenge*?
Reece Mooney, Leicester

Q Me and my mate Mike play *Street Fighter II* every night after school. It's always a close battle except for when he's E. Honda. When he uses the Hundred Hand Slap he beats me to a pulp! Any ideas?
Dave Booth, North London

If anyone can answer any of the 'Don't ask us...' questions, write in and any we print will receive a special prize!



you've done it correctly, the background will turn red and the new beginning will start. Wahey!

Marc

Asher from Burnham has taken this cheat a little bit further. Enter the cheat above and keep the **L** and **R**

buttons held down. When you get to the Startup Screen press **START** and you'll get a whole new game, namely, four against four Endurance. At the beginning of this new game press **START** and the computer will choose the characters for you.

Paul Dwyer from out of Bognor Regis sent the following gem: Put the Super Scope receiver in port two and the joypad in port one. Then on the Acclaim Entertainment screen, Shao Kahn comes on and Kintaro jumps on the Acclaim sign.

If you win 50 fights in a row you will meet a shadowy figure called Noob Saibot. Thanks to **Chris Brooks** from Sittingbourne for that.

Also thanks to **Stephen Lunn** from Swadlincote for being a bit of a character.

Of these eight lean, mean fighting machines only one wears a lampshade regularly.



Who Framed Roger Rabbit?

Sean Jones from Byfleet sent us a complete solution to **Who Framed Roger Rabbit?**, but unfortunately we haven't got room to print it. Never mind, he did include the passwords so we'll use them instead.

Level 2 DLT3QYBY Level 3 GPLDMSRC
Level 4 MMCFGWXJ Level 5 BGQTVKJD
Level 6 RTJBWN43

Cheers Sean, keep 'em coming in.



Kirby's Pinball Land

D R Smith from Essex reckons that Stephen Gibbons didn't go far enough with his cheat for **Kirby's Pinball Land**. Here's a follow-up tip: Press and hold **RIGHT** and **SELECT**, press **B**, and then **START**. If a black cat walks across the screen, you can fight each of the bosses in turn including the final big boss. Not bad!



Metal Marines

This complex strategy game is a swine to complete, until now that is! The lovely **Neil Harris** from Aylesbury has sent us these even lovelier level codes. May God smile upon him!

Level 2	HBBT	Level 11	TRNS
Level 3	PCRC	Level 12	RNSN
Level 4	NWTN	Level 13	ZDCP
Level 5	LSMD	Level 14	FKDV
Level 6	CLST	Level 15	YSHM
Level 7	JPTR	Level 16	CLPD
Level 8	NBLR	Level 17	LNVV
Level 9	PRSC	Level 18	JFMR
Level 10	PHTN	Level 19	JCRY
		Level 20	KNLB

Super Empire Strikes Back

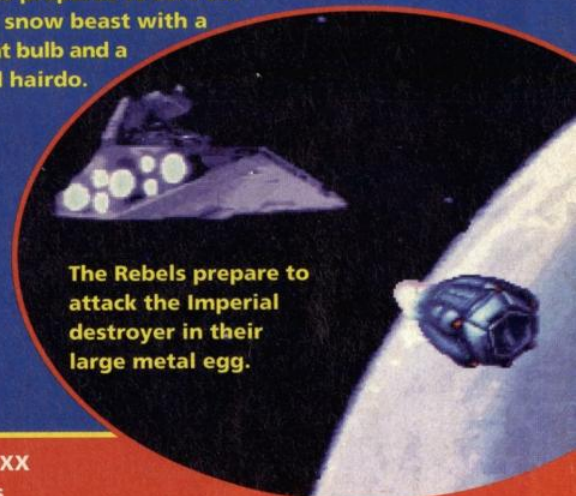


We'll be reviewing **Super Return Of The Jedi** next month so to keep you Star Wars hungry lot happy 'til then, here's a cheat for the

prequel sent in by **Mathew Lenton** from Warley. On the Title Screen press, **A, B, Y, X, A, B, Y, X, A, B, Y**, and you should hear a noise. Now when you are playing the game press, **L** and **R** on Joypad Two to activate the debug mode, or press **START** on Joypad Two to skip a stage. Good one Mat!



Luke prepares to sort out the snow beast with a light bulb and a bad hairdo.



The Rebels prepare to attack the Imperial destroyer in their large metal egg.

Action Replay Codes

We do our best to collect all the most useful and up-to-date codes around. If the codes you need to get the best from your game aren't here, try calling the Nintendo Hotlines. They are open until 5:30pm. Advice about Super NES on (0782) 745990, Game Boy on (0782) 745991 and NES on (0782) 745992.

Super Street Fighter II

7E053190	Unlimited energy for player one
7E05EA00	Special moves in mid air for player one
7E05D002	Player one only needs to win one round
7E05E609	Player one has fast fireballs for Ryu

7E05D300	Autofire for player one
7E059C01	Extra Turbo Speed
7E059B01	Player one is invisible
7E066E00	Player one never gets stunned
7E053430	Super high jump
7E06A701	Easy fireballs
7E00BF10	No background
7E1D3F0A	Turbo Speed

Mega Man X

7E0C0301	Megabuster and quick charge. Can't change weapons
7E0C0302	X-buster and quick charge (yellow level)
7E0BCF20	Infinite energy (all hearts container). Can't pause game
7E1F7A0X	Replace X with 1-C for level select
7E0C1311	Invincible
Blues Brothers	



04XX3BC3 XX record discs
040XB3C1 Replace X for level select

Star Trek

048F46D5 Infinite ammo for Kirk
048F45D5 Infinite energy for Kirk
04B484D0 Cloaks ship

Simon's Quest

00003103 Infinite lives
00008030 Infinite energy
00004999 Gives 9950 credits

The Bugs Bunny Blowout

0004280C Unlimited energy
00042903 Infinite lives
00042AFF 99 carrots

Game Genie Codes

Aren't you lucky? Well, you are if you've got a Game Genie, because we've got another batch of top codes. Not bad!



Super Pang
DD610DDA plus
DD69A767

Start with one life
DB610DDA +
DB69A767
Start with ten lives
DDB46F04 Infinite lives
DB610D0A +
DB61AF67
Start with ten credits
C9BB6FA4 Infinite credits
DD876DA4 Infinite time

TOTAL! TACTIX

Turtles Tournament Fighters

SNES
TACTIX

You'll have no excuse for being a bit pump at *Turtles Tournament Fighters* on the SNES after you read the following tips sent in by **Ryan Francis** from Cardross. For an extra speed setting press: **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B**, and **A**. To go to the two Karai and Rat King press: **X, UP, Y, LEFT, B, DOWN, A, RIGHT, X**, and **UP**. For ten credits in Story Mode press: **B, B, B, A, A, A, X, X, X, X, X, X, X**. Brilliant tips there Bryan, keep up the good work! And that goes for the rest of you, too.



Above:
"You lift the weights and I'll hold this wooden pole for a bit. Is that okay with you?"



Wrestlemania

GB
TACTIX

David Neate from Torquay down in sunny Devon has a top tip for *WrestleMania* on the Game Boy. Just climb on the corner pole in the ring and wait until you jump off automatically. The computer opponent will then walk in your path every time and you can utterly destroy him. Haaaa!

NES
TACTIX

Tetris

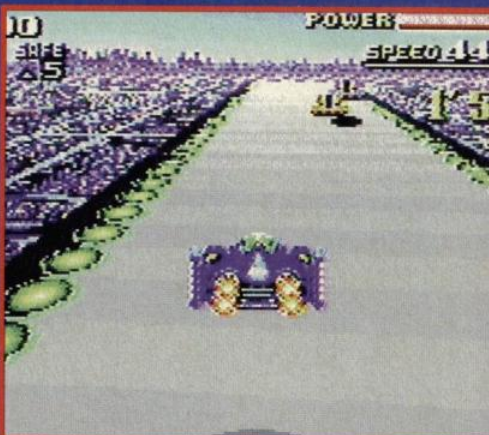
On the **A** type game, press **DOWN** on the control pad and when the shape hits the ground press **SELECT**. Your score will go up 10,00 points each time you do this.

Richard Cave from Amersham managed to get 999,999 points and sent this marvelous tip. Well done Richard, well done!

SNES
TACTIX

F-Zero

So you reckon that *F-Zero*'s a bit too easy do ya? Fear not, **Ben Pothcary** from Westbury knows just how to make it harder. On the car selection screen, press and hold **L** and **R** for about 30 seconds. Now choose Grand Prix and you should be able to select a master difficulty level. Hooray! Hurroo! Hurrah!



Still a classic racer after all these years, and it just got a whole lot harder as well.

Alien 3

- EE2637D4 Slower fuel consumption for the flame thrower
- FD3644D1 Start with more rifle clips
- CD2A44A4 More ammo in rifle clips
- F0233D64 More ammo in grenade clips
- 3C2844D4 Infinite ammo for pulse rifles
- 3C223D64 Infinite ammo for grenade-launcher
- 3C253704 Infinite ammo for flame-thrower
- DD6D1700 Maximum energy from medical kit

GB
TACTIX

Bonk's Adventure
005-13B-F7D Infinite energy
007-99D-D5D Infinite lives
071-AFF-E66 Seven lives

Hyper Load Runner

- 096-2AF-E66 Start with nine lives
- A71-1DC-19E Infinite lives

Mr Do

- 095-B2E-E66 Start with nine lives
- FA7-2BC-4C1 Infinite lives

NES
TACTIX

Adventure

- Island 2
- SXNLOKVK Infinite lives
- SZUIGEVK Infinite energy

- AENZTPAZ Reversible skateboard
- ALKXAAAZ Faster running
- XTAINS Invincible

TOTAL! SOLUTIONS

The TOTAL! team are such a sadistic bunch of evil and SADISTIC SODS, we've taken all the fun out of playing these games by providing solutions. Ha!

Alfred Chicken	GB	19-23
Alien 3	GB	18
Bart Vs the Space Mutants	NES	12
Batman	NES	6
Battle Of Olympus	NES	9
Battle Of Olympus	GB	22
Castlevania II	NES	10
Cybernator	SNES	22
Defender of the Crown	NES	4
Digger T Rock	NES	6-7
Dizzy	NES	19&22
Dragon's Lair	NES	10
Dr Franken	GB	15
Duck Tails	GB	7
Faxanadu	NES	17
Flashback	SNES	27-28
Fortified Zone	GB	5
Gargoyle's Quest	GB	13-14
Little Nemo	NES	11-12
Maniac Mansion	NES	4&7
Mega Man III	NES	22
Mortal Kombat	SNES	21
Mystic Quest	GB	30-31
Prince of Persia	GB	10-12
Probotector	GB	16
Probotector	NES	16
Probotector II	NES	20
Rad Gravity	NES	18
Rainbow Island	NES	13-15
Rescue of Princes Blobette	GB	4
Robocop	NES	3
R-Type	GB	3
Shadowgate	NES	4
Skyblazer	SNES	29
Solstice	NES	3
Star Wars	NES	6-9
Star Wing	SNES	19
Street Fighter II Turbo	SNES	21
Super Mario Bros	NES	23
Super Mario Bros	SNES	23
Super Mario Bros 2	NES	4-5,24
Super Mario Bros 3	NES	2-3
Super Mario Bros 3	SNES	25
Super Mario - The Lost Levels	SNES	26
Super Mario Land	GB	1-2
Super Mario Land 2	GB	17
Super Mario World	SNES	7-12
Super Smash TV	SNES	13
Super Probotector	SNES	16
Super Star Wars	SNES	20
Teenage Mutant Hero Turtles	NES	1-2
Terminator 2	GB	6
Wolfenstein	GB	30-31
Zelda	NES	8
Zelda	SNES	14-17
Zelda II	NES	9
Zelda IV	GB	24-29

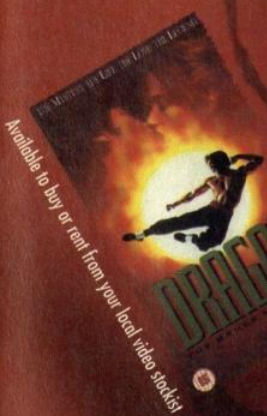
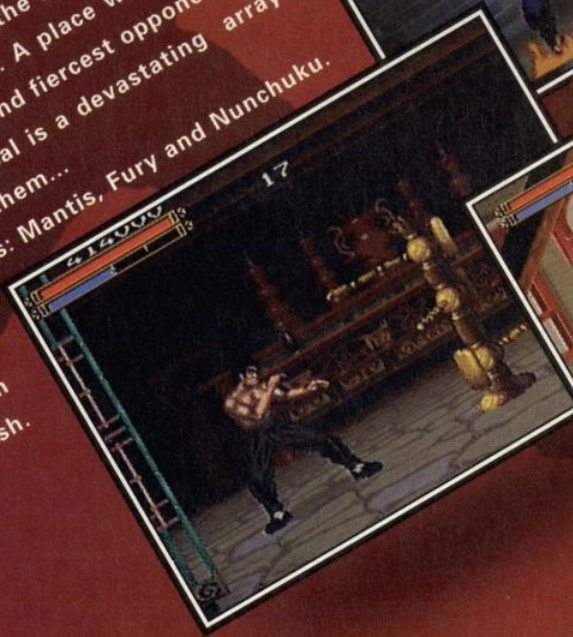
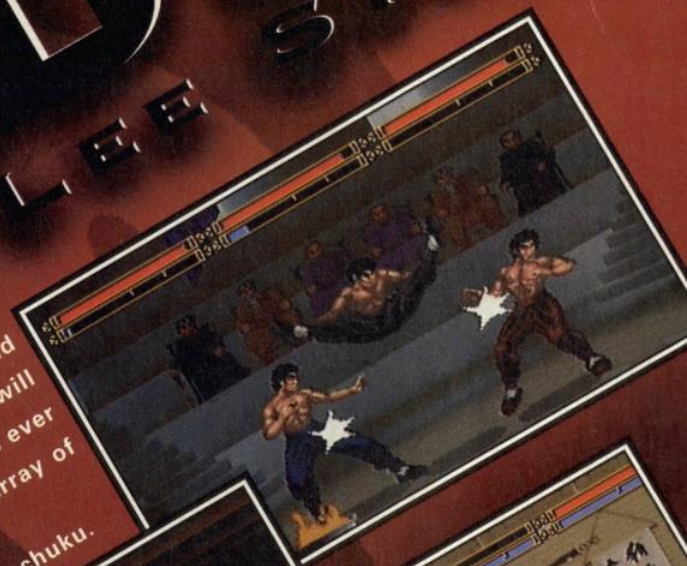


DRAGON

THE BRUCE LEE STORY

Enter the world of Dragon. A place where the martial arts legend Bruce Lee lived for 32 troublesome years. A place where you will encounter a multitude of the smartest and fiercest opponents ever seen in a beat-'em-up. At your disposal is a devastating array of over 35 different moves. You **WILL** need them...

- Contains three different fighting styles: Mantis, Fury and Nunchuku.
- Many secret special moves to discover.
- Using a Multi Tap™, three human opponents can fight to the finish.



Available to buy or rent from your local video stocks!

Virgin



SUPER NINTENDO
ENTERTAINMENT SYSTEM

SEGA
GAME GEAR

SEGA
Master System

SEGA
MEGA DRIVE

Now the excitement has died down after Atko's review in issue 32, we're going to build it all up again as we go pedal to the metal with this superb player's guide to Stunt Race FX!

Stunt Race FX

For: Super NES (1-4 players)

From: Nintendo

Price: £50

TOTAL! score: 94%

Cornering

Broadly speaking, there are about four types of corner each of which needs a slightly different approach. Learn the circuit so that as you come out of one bend you can make the right approach to the next.

LONG GENTLE U BEND



Line your vehicle up for the corner, starting from the outside of the track, and begin to turn gently before the start of the curve. You should ideally come close to the inner edge just as you get to the middle, then you'll wander back out as the curve progresses, ending up boosting away either on the central markings or just to their left.

SHARP U BEND



This is much the same as the gentler U-bend, but you'll either need to slow down or use the top buttons with a perfect racing line. Remember, it's better to get round a corner safely than try to zoom round and crash.

90 DEGREE SHARP TURN



There are two ways to handle this type of bend. One is the orthodox route from the outside of the lane, swinging to the inside and back to the outside: the classic racing line. However, there's another which requires good timing but can prove very effective, especially with the bike. Approach the bend on the inside and turn sharply, using the top button as well, a split second before you reach the corner. You should hug the edge of the track, but be careful to stop turning early or you'll hit the inside edge of the straight as you accelerate away.

HAIRPIN



These tricky little blighters are most often found on the Canyon courses. Grr! Hairpins leave you no choice but to slow right down - and frankly they're a darn nuisance when you're trying to win a race. Again, come from the outside of the track, turn sharply before you reach the curve itself and slow right down. The trick to these curves is the acceleration away, for which you must be straight and stable.

Cars (oh, and a bike)

CAR SELECTION

PLAYER 1



COUPÉ

BODY
MEDIUM

ACCELERATION
MEDIUM

MAX SPEED
120 MPH

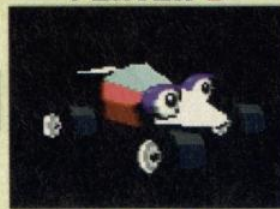
COUPÉ

Not much cop, lets face it.

(Not much copy here, either, Atko. Josse)

CAR SELECTION

PLAYER 1



F-TYPE

BODY
WEAK

ACCELERATION
SLOW

MAX SPEED
140 MPH

FORMULA 1

This is a top car and in the hands of an expert racer its combination of superb road holding and high top speed makes it the best bet for record times. For beginners though, its extremely sensitive turning could prove to be a bit too much.

CAR SELECTION

PLAYER 1



4WD

BODY
STRONG

ACCELERATION
FAST

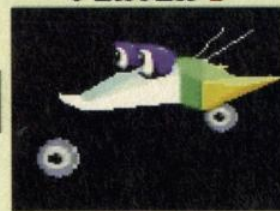
MAX SPEED
100 MPH

FOUR BY FOUR

The Four By Four is the ideal car for the beginner on Speed Trax and an absolute must for the Stunt Trax. And what's more, it's the one that looks most like a real car, if that helps you get your bearings. Okay, it's one of the slower cars but it's extremely stable and takes a hell of a beating.

CAR SELECTION

PLAYER 1



2WD

BODY
MEDIUM

ACCELERATION
FAST

MAX SPEED
140 MPH

BIKE

Once you get the bike, you should use it straight away. Although the handling takes some getting used to and it will tend to go haywire at the slightest mistake it has the best acceleration of any vehicle in the game and its high top speed makes it ideal for the more open tracks.

Extra Controls

As well as the usual accelerate, brake, turn control trio, *Stunt Race FX* gives you a finite boost and hard turns, but you must use them with more care than you might at first think. Boost, for instance never seems like a bad idea, but the fact is that it will only increase your top speed by one mph and is really only any use for sheer acceleration. Accordingly, instead of using it all the time, save it for exiting corners, when it will have an effect on your overall time.

Similarly, the shoulder buttons – the hard turn controls – aren't as useful as they might seem, because they actually reduce your speed when you use them. Don't use them except on sharper turns where you need to slow down anyway or for emergencies.



SECRET OF MANA

It reaches the
UK at last! We
tell you why *you*
should own it!

STREET RACER

Can it really be
as good as
*Super Mario
Kart*? Find out!

MORTAL KOMBAT II

All the combos,
all the tricky
moves and all
the glory!

ANIME

The best from
the world of
anime and
manga is all in
Super Play 25!

**SUPER PLAY 25
ON SALE
NOW!**



INDEPENDENT SUPER NINTENDO MAGAZINE

SUPER PLAY

ISSUE

25

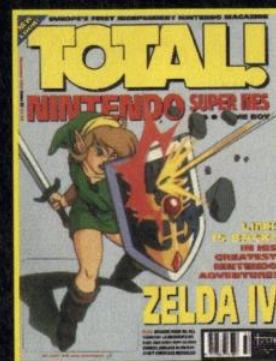
NOVEMBER 1994



ISSUE 19 • code: TOT19



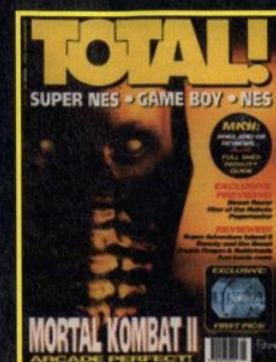
ISSUE 21 • code: TOT21



ISSUE 23 • code: TOT23



ISSUE 28 • code: TOT28



ISSUE 33 • code: TOT33

TOTAL!

Back issues

Missed a copy of
TOTAL? Order a back
issue and complete
your collection!



Get this smart
binder
for your back
issues –
a snip at only
£5.99.

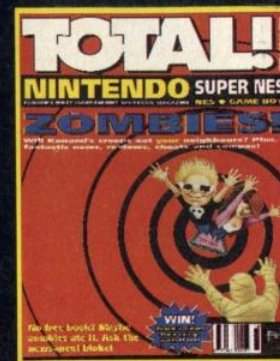
£3 each!

Any 2 for £5!

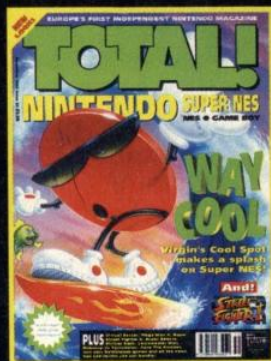
Any 3 for £7!



ISSUE 20 • code: TOT20



ISSUE 22 • code: TOT22



ISSUE 24 • code: TOT24



ISSUE 25 • code: TOT25



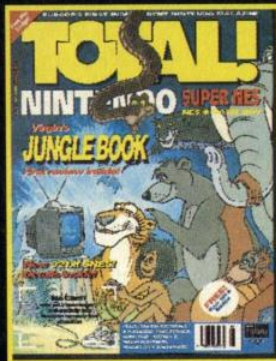
ISSUE 26 • code: TOT26



ISSUE 27 • code: TOT27



ISSUE 29 • code: TOT29



ISSUE 30 • code: TOT30



ISSUE 31 • code: TOT31



ISSUE 32 • code: TOT32

How to order back issues...

Rush me the following issues of TOTAL! (tick what you want):

TOT17 ☐ TOT18 ☐ TOT19 ☐ TOT20 ☐ TOT21 ☐ TOT22 ☐
 TOT23 ☐ TOT24 ☐ TOT25 ☐ TOT26 ☐ TOT27 ☐ TOT28 ☐
 TOT29 ☐ TOT30 ☐ TOT31 ☐ TOT32 ☐ TOT33 ☐ TOT34 ☐

☐ Please send me TOTAL binder(s) at £5.99 each

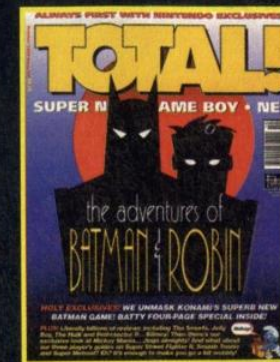
£3 per back issue. Special offer! Any two for £5; any three for £7!

I enclose £..... (make cheque payable to Future Publishing Ltd.)

Name Address

.....Postcode

Back issues, Future Publishing, Somerton TA11 7BR. Hotline on 0225 442244



ISSUE 34 • code: TOT34

Reader Ads

Buying? Selling? Swapping? Or just fancy seeing your name in print? Well, it's all happening here in Reader Ads...

Sales

- Mario 4 – £10, Castlevania 4 – £15, Joe & Mac – £10, Zelda 3 – £20, Mario Kart – £20. Call this number after 7 pm.
Tel: 0753 883592
- Issues one and two of Mean Machines – £10 each. Issues three, four and five of TOTAL! – £5 each. Swap Dragon's Lair, any game considered.
Tel: 0865 881421
- TOTAL! issues 2-19, 21-22, all £1 each. Phone to order, postage will cost 25p extra.
Tel: 0602 702341
- SNES games. SMW – £15. Desert Strike, Smash TV, King Arthur's World – £25 each. Or will swap any of the above for Sensible Soccer.
Tel: 0466 720231
- SNES, nine games (NHL '94, NBA Jam, Clayfighter), four pads, 5-play adaptor, carry case, 70 game mags (inc TOTAL! 1-32). Excellent condition, worth over £900 new, offers open.
Tel: 0946 591441
- For sale: NES with two control pads, five games & Game Genie. Oh yes, and the mains adaptor! Only £80.
Tel: 0968 672320
- Nintendo Game Boy for sale. Includes Tetris, Mario Land 2 & mains adaptor, magnifier, headphones & Game Boy link. £80.
Tel: 0968 672320
- Magazines for sale: Mean Machines (1-24), NMS (1-12), CVG (108-141), Super Play (1-7), plus Sega mags and many more including American and rare issues. Phone for details.
Tel: 0494 431697
- Game Gear games for sale: Lemmings, Donald Duck The Lucky Dime Caper, Talespin, Chakan, Wonder Boy The Dragon's Trap. Games are £20 each.
Tel: 0968 672320

• For sale: Spindizzy Worlds, Street Fighter II – £5. On the Ball, Prince of Persia, Cool Spot – £7. Axelay – £10, Aladdin – £15, Secret of Mana (US) & adaptor – £30.
Tel: 0287 634857

- Mario 4 – £10, Castlevania 4 – £15, Joe & Mac – £10, Zelda 3 – £20, Mario Kart – £20, Mortal Kombat and Star Wars – £25. Call after 7pm.
Tel: 0753 883592
- SNES games: Pilotwings and Mario All-Stars – £18 each. Also Super Metroid & 72-page guide (boxed). £38.
Tel: 0753 866980
- SNES Mario All-Stars, as new – £40. NES and 7 games including SMB1, 2, 3, two pads and four game pack protectors. £70 ono.
Tel: 0869 241863
- SNES games: Mortal Kombat – £35, Probotector – £20, Bubsy – £15, Krusty's £10. All boxed with instructions.
Tel: 0869 241863
- Game Boy games for sale. At £5 each: Super Mario Land, Dragon's Lair, Gargoyle's Quest, Fortified Zone, Solar Striker, The Castlevania

Adventure (Castlevania 1), Pit Fighter, Double Dragon. And at £7 each: Nemesis, Bart Simpson's Escape from Camp Deadly. SNES games for sale. Super Smash TV (UK) – £20, Final Fantasy Legend (US) – £15, Street Fighter II (UK) – £15. All games boxed with instructions, excellent condition.
Tel: 0384 873863

• For sale: TOTAL! mags, issues 8-13 – £5 the lot. TOTAL! Special 1993 – £1.
Tel: 0467 621348

- SNES games for sale: Sim Earth, Street Fighter II, Contra 3 (all USA) – £30 each. Thunderspirits (Jap) – £10. Mario All-Stars, Sensible Soccer £30 each. Krusty's Fun House – £20 ono.
Tel: 0588 672764
- Krusty's Fun House for sale (SNES UK version). In good condition with box and instructions. Sell for £12.
Tel: 0494 775717
- NHLPA '93 – £30, Super Scope – £25, Super Soccer – £25, Tiny Toons – £30, or swap for FIFA, Sim Earth, Rock 'N' Roll Racing.
Tel: 0923 774488
- SNES game for sale: Ryan Giggs World Class Soccer: £25 ono, or will swap for Sensible Soccer. Call and ask for David.
Tel: 081 785 2675
- For sale: Mario Kart and Zombies (UK) – £25 each. Also I want to swap Zelda 3 for Equinox (UK). Ask for Dominic.
Tel: 0328 863427
- Game Boy for sale with two games of your choice, only £35.50. Games include: Batman, Tetris, WWF Super Stars, Doctor Mario, Robocop, Super Mario Land and Blues Brothers. Or... all games and Game Boy for only £95.99. If you want to buy games separately, prices can be arranged. Call Adam!
Tel: 031 447 8367
- UK SNES for sale with Super Street Fighter II, NBA Jam, Zombies, Super Mario Kart, Secret of Mana, Universal adaptor, Super Mario World. £150. Ask for George.
Tel: 071 937 0553

Swaps

- I will swap four Game Boy games (Alleyway, Dr Mario, North Star and Penguin Land) for Kirby's Pinball.
Write to: Daisy Yip, 35 New Road, Ilanelli, Dyfed, South Wales, SA15 3DP.

• I will swap my Super Mario All-Stars for Zelda 3. Wirral area please.
Tel: 051 632 3338

- I will swap my Game Boy, three games including SML3, plus TOTAL! issues 1-10 for a Game Gear. Ask for Robert.
Tel: 0942 205273
- I will swap my NBA Jam for your Formula One Exhaust Heat 2; my Hard Driving and Road

Riot 4x4 for your Top Gear 2 (two for one, good eh?); my Dragon's Lair (no box or instructions) for your Super Bomberman; my Spider Man and the X-Men for Mega Man X, Mickey Mouse or Lost Vikings; my Super Empire Strikes Back for WWF Royal Rumble. Also NES swap: my Rad Gravity for your Micro Machines. Phone after 4pm and ask for Mash.
Tel: 0322 381664

- GB swaps: my Mega Man 2 for your Bart's Camp Deadly or Motor Cross Maniacs, or my Speedy Gonzales for Tail 'Gator, Duck Tails, Battletoads 2 or Battle of Olympus.
Tel: 0268 772258
- I will swap TOTAL! issues 1-31 for Sensible Soccer (UK), or will sell for £30-40. Phone this number and ask for Darren.
Tel: 0446 720231
- SNES swappers here. Will swap Out to Lunch or Joe & Mac for Flashback or Pop 'N' Twinbee 1 or 2. Ask for the twins.
Tel: 0433 631318
- I will swap Pilotwings, Street Fighter II (unboxed) or Dragon's Lair for Actraiser 1 or 2, Chaos Engine or Super Mario Kart. Must live around Nottinghamshire area.
Tel: 0623 871479

• Star Wars and Prince of Persia swap for Mega Man X, Metroid, Stunt Race FX, Chaos Engine, Sensible Soccer, Dragon or Clayfighter.
Tel: 081 699 0179

- I will swap SNES Aladdin for Buster Busts Loose!, Starwing or Super Mario World.
Tel: 071 380 0637
- Two for one! Swap my Ltd edition Street Fighter II Turbo and Alien³ for your Super Empire Strikes Back, in any condition. Call after 5pm and ask for Damien.
Tel: 081 421 4541

- Swap Super Battle Tank or Street Fighter II for Mario World. Must be UK.
Tel: 0252 373406

Wanted

- SNES game wanted. Super Puyo Puyo, Jap version, must be boxed with instructions. I will pay £30 for it.
Tel: 0942 251 5598
- Desperately seeking Metroid for the NES. Will pay £10. Preferably with instructions. Phone 7-9pm, Monday-Saturday.
Tel: 064 876 4418
- Wanted – TOTAL! mag 25, needed for solution to Zelda 4 Game Boy. Will pay your price. Please help, I'm desperate.
Tel: 0506 467938
- Wanted badly – Final Fight, UK version for SNES. Will pay £35.
Tel: 0924 254135
- I want a copy of Shadowrun for the Super NES. Must be boxed with instructions. If you've got one, call Barry on...
Tel: 0733 211366

Pen Pals

- I would like some more pen pals. I have already got 36. I would like another pen pal m/f, aged 13-17.
Write to: Eloise Carter, 16 Bradburn Road, Robin Hood, Wakefield, WF3 3AP.
- Hi. Decided I want a female pen pal who reads TOTAL! for the sake of it, and likes Nirvana or Pearl Jam. 13+, I'm 13. Replies to all.
Write to: Nick Rose, 63 Leigh Cliff Road, Leigh-On-Sea, Essex, SS9 1DN.
- Hi! I'm a 14½ year-old girl in need of a pen pal, male or female, aged 14-15. Likes anything. Please send a photo if possible. I promise I'll reply to everyone. Write now!!
Write to: Amy Nelson, 2 Forest Close, Belper, Derbyshire, DE56 1NL.

I'm a reader and I want to say...

£1 for a normal ad! £5 for a boxed ad! Free to subscribers! (We won't print your address – unless you're placing an ad for pen pals.)

Tick if you're a subscriber ☐
Write your message in here
Remember to use BLOCK CAPITALS

Name

Address

.....

.....

Postcode

Tel

Parental signature

(Get your parent to sign if you're under 16)

Classification

Send your ad to: Reader Ads, TOTAL, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. You can pay by cheque or Postal Order, made payable to Future Publishing – please do not send cash! Don't forget to say which classification you want your ad to appear in (Sales, Wanted, Swaps, Fanzines, Pen Pals and Messages). No trade ads.

Huge competitions and
bloody great
posters

The sharpest
reviews ever

● 3DO ● PC
● Jaguar ● Neo Geo ● NEC FX ●

PlayStation • Saturn • Ultra 64 • 3DO • Jaguar • Mega Drive 32 • Neo Geo • SNES • PC • Amiga CD32

Ultimate

Future Games

Incredible!
First Nintendo Ultra 64
graphics revealed!

FREE! 8-page sample
issue of the NEW
magazine for the next
generation of games

WIN! the first
Sony PlayStation
to hit the UK

This cover is not an illustration. Unbelievably, it's a photo from Cover USA.

1st issue
goes on sale
1st November
132 pages for
95p!

See more inside!

Amazing machines. Fantastic graphics.
Incredible Gameplay. It's all here and it's all inside!



Every single exciting
video game format
exploded!

Every month
Ultimate
Future Games
brings you the
hottest news
and previews

● Mega Drive 32 ● SNES ● Ultra 64 ● Amiga CD32

Saturn

TOTAL! RECALL

Be gone repetitive games index (with tiny print). Enter the new and improved theme-based best-of-the-bunch slot (with big print). With the arrival of *Micro Machines*, the best and the worst driving games ever to have graced your SNES, NES and Game Boy are lined up on the grid. Atko has the green flag...



PLAYER:
ATKO
GENRE:
DRIVING
GAMES
FORMAT:
SNES
NES
GAME BOY

Racing sims eh? Always promising and all-too-often they turn out to be pump. Too many times racing games programmers completely ignore the racket and razzmatazz of real motor racing in favour of a crap sprite bimbaling about in the middle of a screen, screeching and skittering about a controllable rolling road. How can the likes of *Race Drivin* and *RPM Racing* dare sit alongside *Stunt Race FX* on the same shelf in the same shop for the same price?

What is the correlation between all the great driving games? Some may say speed, some may say graphics, others may even argue that realism is the key. Wrong! A great racing game must make you laugh a bit, sweat a bit and bring out the competitive demon in whoever gets their sweaty palms round the joystick. For best results the racing game to turn you on should have a multi-player option. We recommend that the top two of each format should be in your collection.

SUPER NES

1 Stunt Race FX



The TOTAL! team unanimously voted this the best racing game on any format anywhere, ever! Packed with action, this furiously fast and playable two-player game's fave rave.

Issue 31

94%

2 Top Gear



Perhaps it's starting to look a little dated, but it's still an excellent player by anyone's standards.

Issue 9

93%

3 Micro Machines

Utterly silly, addictive, fast and fun. With the innovative multi-player feature of four racers huddling round two joypads, and laughs-a-plenty, we reckon *Micro Machines* is an essential purchase.



Issue 34

92%

4 F-Zero



F Zero's packed with heart-pumping Mode 7 action that's as stunning to look at as it is to play. If playability is the keyword, then this is an unlocked chastity belt. Or something.

Issue 5

91%

5 Lamborghini American Challenge



Nice enough to look at and highly playable to boot. With the addition of a bizarre Super Scope option, this is a truly interesting game.

Issue 23

91%



6 Top Gear 2 Too similar to its predecessor, and hardly worth considering even if you don't own the original.

Issue 23 87%

7 F1 Pole Position (Issue 22 84%)
When they designed *Pole Position*, the emphasis was squarely placed on realism rather than gameplay. The end result is that it's a swine to get to grips with, but a scorcher once mastered.

8 Super Mario Kart (Issue 11 82%)

Asomewhat over-rated Mode 7 racer that's pleasant to look at, but seems to be lacking in a punchline.



9 Astro Go! Go! (Issue 32 80%)

Packed with bonkers colours, crazy ships and fast action, this is one for those who are a bit mad in the face.

10 Death Valley Rally (Issue 15 75%)

Fast and funny but ludicrously difficult. The control system feels like you're wearing oven gloves, even when you're not.

11 Nigel Mansell (Issue 22 71%)

Competent one-player game, where the emphasis is firmly placed on simulation rather than all-out fun.

12 Yoshi's Safari (Issue 23 69%)

Fabbo fun in this oddball racing game. There's an excellent Super Scope option but on the whole it's all a bit too simplistic.

13 Aguri Suzuki (Issue 19 67%)

Average but speedy beyond belief. It runs on a similar game engine to *Pole Position* but the net result is that *Aguri* is inferior.

14 F1 Circus (Issue 10 64%)

F1 Circus is certainly a good looker, but is spoilt by a viewpoint that's more than a bit confusing. Masses of options, though.

15 GP 1 (Issue 22 60%)

This comparative plodder is competent at best but fails to capture the thrills and spills of high-speed racing.

16 F1 Exhaust Heat (Issue 12 59%)

It all looks bright and colourful with attractive Mode 7 racetracks but the gameplay stalls on the grid.

17 Super F1 Grand Prix (Issue 19 56%)

Plagued with duff Mode 7 and duff gameplay, this is a duff game all round, really. More duff, indeed, than Patrick Duffy.

18 Super F1 Hero (Issue 19 51%)

The gameplay's so thin you'll think it's a bit of a laugh for about ten minutes and then never play it again.

19 RPM Racing (Issue 9 46%)

The looks are okay but the game's far too slow to get the blood rushing. Careful you don't nod off with this one.

20 Race Drivin (Issue 12 17%)

All round the worst SNES driving game TOTAL! have ever reviewed. It's about as much fun as watching *Driving Miss Daisy*.

GAME BOY

1 F1 Race (Issue 1 88%)

Loads of courses, an impressive (and on its release, innovative) four-player link-up plus super smooth graphics make this one a corker.

2 Micro Machines (Issue 35 86%)

It's no accident that the fastest racer on the Game Boy is also the best looking and the most fun. *Micro Machines* is a storming little cart! Barring the screen blur, this is superb!

3 Lamborghini (Issue 23 85%)

Very average in theory but executed brilliantly making it playable, fast and fun.

4 Race Drivin (Issue 19 88%)

This is a fine little game. It's just what the SNES version should have been like – speedy, responsive and addictive.

5 F1 Pole Position (Issue 26 79%)

Not brilliant but fairly good fun, and worth the price if you can exploit the four-player option with some mates.

6 Nigel Mansell (Issue 23 73%)

Great to look at but surely no one really wants this much realism on the Game Boy.

7 Wave Race (Issue 16 70%)

Interesting only because it's all on water. Apart from that, nothing special really.

8 Ferrari Grand Prix Challenge (Issue 11 63%)

All fine and dandy but lacks imagination completely. More effort than it's worth.

9 Chase HQ (Issue 20 50%)

Dated and uneventful except for a very thin cops and robbers theme throughout.

10 Road Rash (Issue 22 29%)

An utterly terrible conversion that must have taken the programmers all of ten minutes to complete.

11 Super Off Road (Issue 13 16%)

A sad excuse for a racing game. Slow, uncontrollable, frustrating and downright pants!

NES

1 Micro Machines (Issue 9 92%)

Here it is again – a genuine classic! This is the definitive cart that proves that gameplay is where it's at. The average graphics are more than made up for by the brilliant handling.

2 Turbo Racing (Issue 9 81%)

Nice looking, smooth playing and as responsive as you like. A bit simple, and tends to only be real lasting fun on two-player mode, but it will last you at least six months.

3 RC Pro-Am II (Issue 15 76%)

Top fun for four players but doesn't require a great deal of skill to complete on one-player. Still, everything is there that should be there.

4 Rad Racer (Issue 9 66%)

This is not a bad little game at all. It's a shame it's spoiled somewhat by average graphics and rather repetitive gameplay, but for a while this is quite adequate.

5 Days Of Thunder (Issue 13 61%)

You get a clear, open view of the track but the races are extremely dull and repetitive.

6 Ferrari Grand Prix Challenge (Issue 9 61%)

Some nice ideas but the awkward controls make it too unplayable and frustrating.

7 Eliminator Boat Duel (Issue 17 56%)

Bog-standard unspectacular racing yawn with boats. The tedium is the message.

8 Marble Madness (Issue 2 56%)

Yes it is a racing game! An excellent graphic adventure but only six levels to tackle.

9 Ivan Stewart's Super Off Road (Issue 1 54%)

Who's Ivan Stewart? Why has he got his own game? Why is it such a pile of old pants? Why?

10 Road Fighter (Issue 6 44%)

Surprisingly addictive and fun considering it looks so primitive and plays so badly.

TOTAL!

Subscribe!

**FREE
MAGS!**

Subscribe to **TOTAL!** for a mere £27 you'll get **TOTAL** delivered to your door plus a spanking free newsletter. And that's not all! When Future Publishing launch new a new computer or console mag, you'll get a copy delivered **FREE!**

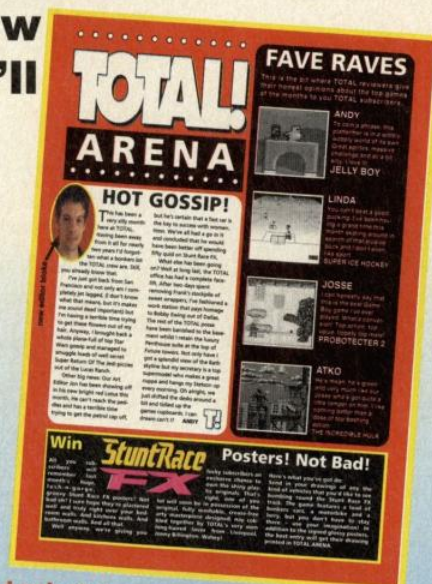
So, how do I subscribe, then?

- 1 Fill in the super-duper simple cut-out form below in block capitals.
- 2 Enclose a cheque for the piffling little amount of £27, or let us have your Visa/Access details.
- 3 Stick the form and cheque into an envelope (no need to put a stamp on it – it's FREEPOST) and send it to:

TOTAL! Subscriptions, Future Publishing, FREEPOST, Somerton TA11 7BR.

- 4 Your copy of **TOTAL!** will arrive, wrapped in an exotic silver bag and accompanied by the latest issue of the utterly exclusive Andy 'Thicky' Dyer's Subs Club newsletter.

Any problems: **TOTAL Subscriptions, Future Publishing, Somerton TA11 7BR. Tel: 0225 822511**



Look at the quality of that! Packed to the gills with **TOTAL** secrets!

Here's your chance to get every copy of TOTAL delivered to your door for a whole year – plus a free monthly newsletter from 'Thicky' Dyer

● And just who do you think you are?

Name

Address

.....Postcode

● Are you sure you live in the UK?

- ☐ £27 (UK) ☐ Europe £44.95 (airmail)
☐ Rest of the world £59.95 (airmail)

● Hand over the readies

☐ Cheque (to Future Publishing Ltd); or

☐ Visa/Access • Expiry date

Signed

Date

☐ Tick if you don't want mail (special offers and so on) sent to you from other companies

● And send it all off to us

Send this form (don't forget the cheque – if that's how you're paying) to:

TOTAL Subscriptions, Future Publishing Ltd., FREEPOST, Somerton TA11 7BR

It's time for a change of pace

The video game magazine is dead. Long live
THE video game magazine. Ultimate Future
Games is about to bring you the future...

Incredible games

Ace entertainment

Look out for the free 8-page preview issue

First issue only

95p

(normal price is £2.25)

Amazing graphics

Unstoppable power

ON SALE 1st NOV

Ultimate

Future Games

PlayStation • Saturn • Ultra 64 • 3DO • Jaguar • Mega Drive 32 • Neo Geo • SNES • PC • NEC FX • Amiga CD32

Future
PUBLISHING
Your guarantee of value

TOTAL!

GET STUFF FOR FREE!

WIN!

The Best Telly In The World*

Telly addicts, games players and anyone who likes to get great big expensive posh things for free, prick up your ears!

This is a once-in-a-lifetime opportunity to win a tip-top stereo telly from those boffins at Sony. We've seen it and it's great. And it's worth £900. Bloody heck!

This latest Super Trinitron model boasts a 25' flat screen, Nicam Stereo, Full Spectrum Surround Sound (that's hoofing great detachable speakers to me and you) complete with Dolby and a graphic equaliser. There are also loads of other top features like Advanced Fastext, 100 channel tuning, twin SCART leads (top gaming action), and most importantly, a rather neat stand to plonk the whole thing on.

To win this frankly ridiculous prize, all you need to do is to answer these three ludicrously simple questions.

1 What Sony/Psygnosis games are reviewed in TOTAL! this month?

2 What colour hair do Lemmings have?

3 How do you spell Psygnosis?

The first correct answer pulled out of the bag wins the telly (lucky blighter), but never fear, the next ten names each win mugs and T-shirts, which are jolly good, but to be honest are little consolation for not getting the best telly in the world.

Answers on a postcard to:

"Of Course I Want To Win The Best Telly In The World, What Do You Think I Am, Stupid?" Compo, TOTAL!, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

*Well, it's certainly the best telly we've ever seen, and boy, have we seen some tellies in our time!

WIN!

Return of the Jedi Goodies!

To celebrate the imminent release of *Super Return of the Jedi*, JVC have donated these miniatures. Not bad! There are nine scaled models in all, including the Millennium Falcon, an X-Wing Fighter, an Imperial Destroyer, and a

Snowspeeder.

But you've got to win them first. Answer one simple question: Which actor played C3PO? Send answers on a postcard to:

"Paul Daniels Isn't The Name You Want But It's Close." Compo, TOTAL!, Future Publishing, 30 Monmouth St, Bath, BA1 2BW. The first correct answer picked out of Andy's hat will get the lot.



WIN!

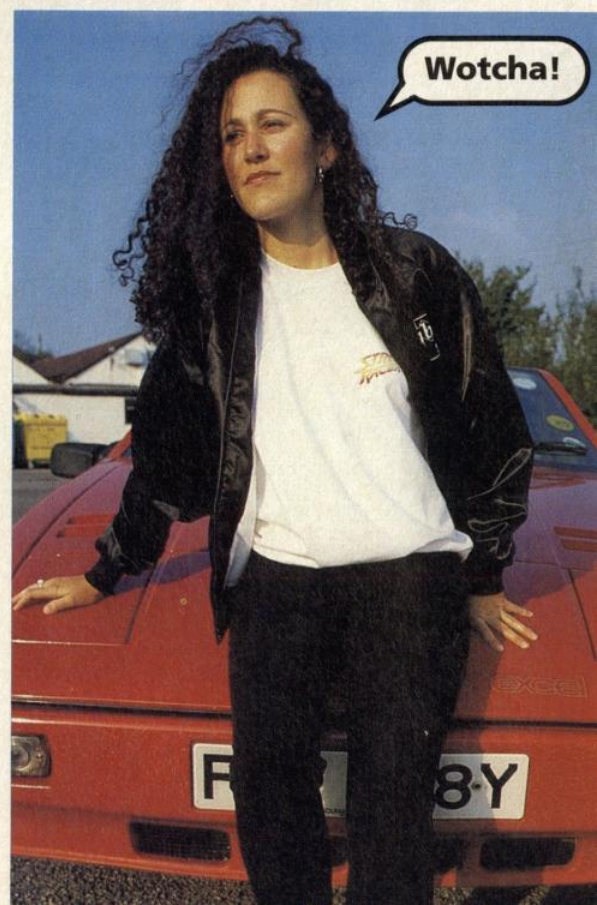
Street Racer Jackets a

Brr! The nights are drawing in and no mistake. What you'll be needing then, to keep the winter's chill from freezing your bones to the very marrow is a quilted *Street Racer* bomber jacket (as modelled by the lovely Laura). And as luck would have it, Ubi Soft, from the goodness of their hearts have ten of 'em to give away. All you have to do is answer one simple question.

If you're not lucky enough to be amongst the top ten names out of the bag, you could still win one of ten *Street Racer* T-shirts. They won't keep you warm, but maybe you could wear it under your own shabby, old jacket. Ha!

Simply answer this question (the funniest twenty answers are winners): Why the hell do they call them bomber jackets anyway?

Now quickly send your postcards to: **"Why The Hell Are They Called Bomber Jackets Anyway?"** Compo, TOTAL!, Future Publishing, 30 Monmouth St, Bath, BA1 2BW



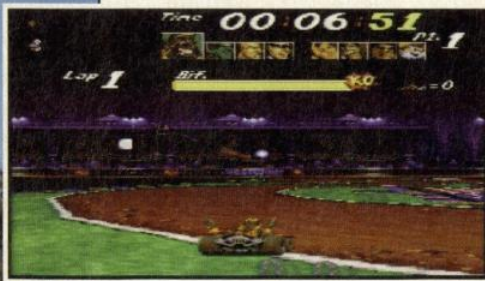
VIEWAWAY

Welcome to TOTAL!'s ridiculous generous giveaway page. Every month we're going to give away loads of top goodies to you lucky folk. There are some stupidly simple questions for each compo and a list of rules around here somewhere. You're bloody lucky, you lot!



If you're stuck on the first question, these screenshots might jog your memory.

d T-shirts!



Street Racer will be in the shops from November.



Mortal Kombat II is, of course, already in the shops.

WIN! *Mortal Kombat II* T-shirts!

Blimey! That *Mortal Kombat II*'s a bit bloody good. And so are these T-shirts. Answer this simple question and they're yours. Well, one of them is, anyway. What percentage score did we give *Mortal Kombat II* on the SNES when we reviewed it?

Send your answers on a postcard to: "I'm Pretty Sure It Was Over Ninety" Compo, TOTAL!, Future Publishing, 30 Monmouth St, Bath, BA1 2BW.

RULES

No Running In The Corridor

These are the rules. If you don't obey them YOUR SOUL WILL BURN IN HELL FOR ALL ETERNITY!

- 1** One entry per person. Multiple entries are bad things.
- 3** No employees of Future Publishing or any other company named on the compo pages can enter. So there.
- 3** The closing date for all these competitions is 30th Oct 1994.
- 4** Any attempts at bribery must be better than last month.
- 5** The Editor's decision is final. Even if he is a bit thick.

'Wait, don't go!'

... we cried, but it was too late. Josse had already leapt into his new *Street Racer* buggy and sped off into the sunset in search of new challenges. "I am mad for exclusives!" he screamed, "I will not return until I have them." Had he just waited a moment perhaps we could have told him that these days all the stuff we need arrives by post. Ah well...

The Ultimate Guide To Nintendo!

Christmas isn't far off, so we've decided to make the next issue of TOTAL! just a little bit special. All the regular stuff will be there of course, only it'll all be bigger and better. We'll be telling you all about the latest hardware, software, what to buy and what you can look forward to in 1995. Plus, we'll bring you the latest and hottest news on the Ultra 64 as well as a massive tips section featuring pullout guides to all your favourite Nintendo games.

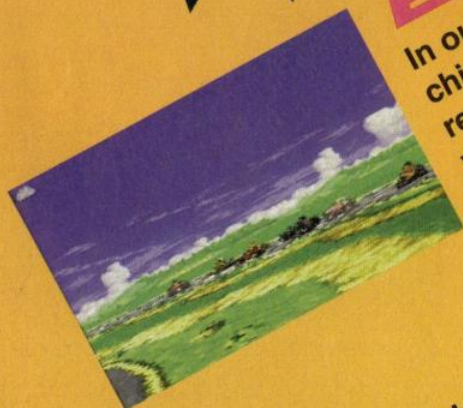
FREE!

Groovy glow-in-the-dark *Super Bomber Man 2* tattoos...

If you buy TOTAL! that is.

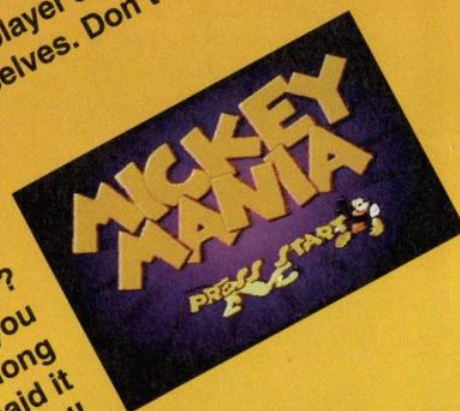
EXCLUSIVE!

In our usual, do-it-better-style, we've been having a good old chinwag with the makers of the brilliant *Street Racer*, and as a result, in next month's TOTAL! as well as reviewing the game, we'll be bringing you the OFFICIAL player's guide created with the help of the programmers themselves. Don't miss it!



EXCLUSIVE!

Did we just say we're doing an official guide to *Street Racer*? Well, ditto for *Mickey Mania*. Forget the rest, we'll be giving you the most informative review on this great new platformer along with a Sony-backed guide to playing the game. We've said it before and we'll say it again right here and now. Not bad!



See ya, losers!





(Average Bear)



Smarter than
the average bear.

(Yogi™ Bear)

Accept no substitutes.

Hey Boo-Boo™,
don't settle for
some bogus Yogi™!
Help America's
favourite cartoon
bear save
Jellystone Park™
from a grizzly
end. Report to
your local retailer for
Yogi™ on Super NES®
and GameBoy®
...smarter than the
average game.

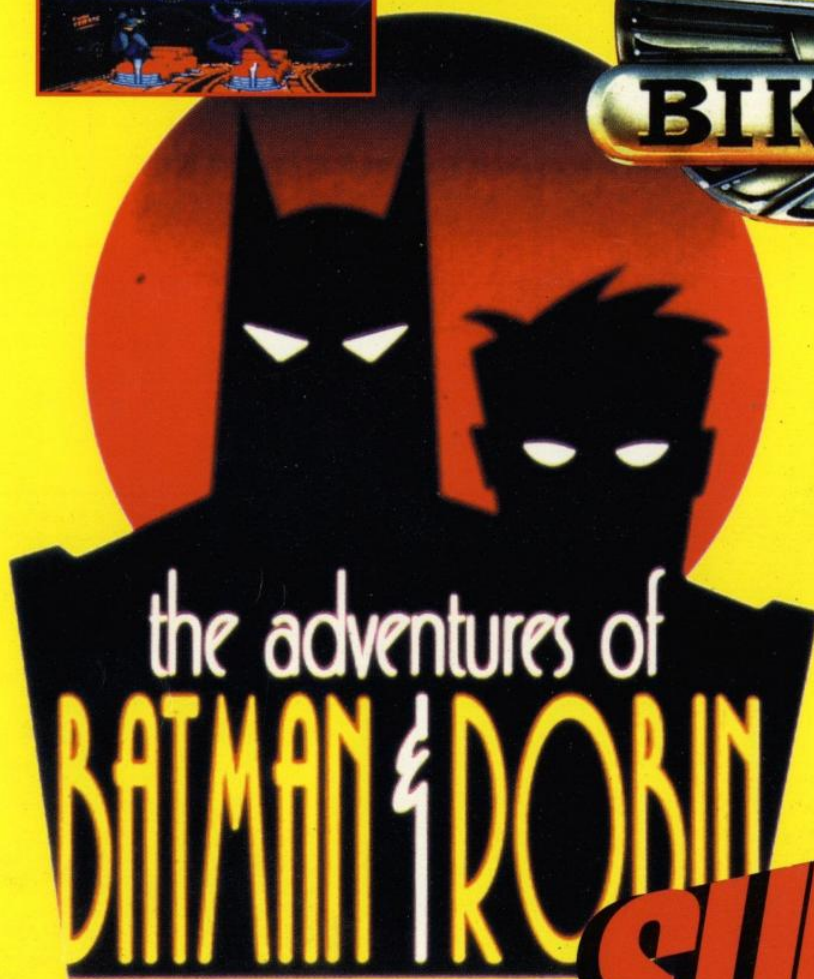


GAMETEK (UK) LIMITED,
5 Bath Road, Slough,
Berkshire, SL1 3UA



Yogi Bear™ and all character names, likenesses and related indicia are trademarks of Hanna-Barbera Productions, Inc. © 1994 Hanna-Barbera Productions, Inc. All Rights Reserved. © 1994 Entertainment International (UK) Ltd. © 1994 GameTek, Inc. GameTek is a registered trademark of I.J.E., Inc. 2999 N.E. 191st Street, Suite 500, Aventura, FL 33180. GAME BOY, NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1991 NINTENDO OF AMERICA INC. © 1994 Cybersoft Inc. is a subsidiary of I.J.E., Inc. All Rights Reserved. MADE IN JAPAN.

"Bikes, Bats & Boots"



Konami hotline 0891 775741 for instant cheats to many
Konami titles + up-to-date competition news
Calls are charged at 39p per minute cheap rate and
49p per minute at all other times

International SUPERSTAR SOCCER



SUPER NINTENDO™
ENTERTAINMENT SYSTEM

Konami House, 54A Cowley Mill Road, Uxbridge, Middlesex UB8 2QE Tel: 0895 853000 Fax: 0895 853003

Batman and all related elements are the property of DC Comics TM & © 1994. All Rights Reserved.
Biker Mice from Mars, © 1994 Brentwood Television Funnies, Inc. / Licensed by The Beantalk Group.